

VOLUME 1

JUNE 98

ISSUE 2

NEW AGE GAMING

S O U T H A F R I C A

SOUTH AFRICA'S OWN PC AND PLAYSTATION GAMING MAGAZINE

*Blizzard and EA Africa capture our hearts - **FULL SA REVIEW**
and **IN-DEPTH**
Terran Strategy
Guide*
Inside...

STAR CRAFT

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**10 Copies of
World Cup 98**

WORLD CUP 98

EA SCORES!!!

**Good Luck
Bafana Bafana**



JAM-PACKED ISSUE

**13 PC Reviews
7 Playstation Reviews
Hardware Reviews
Tips and Cheats
+ much much more!**

UNREAL

**South Africa's First look
The Real Quake Killer??**

South Africa R11.95



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World Cup 98,



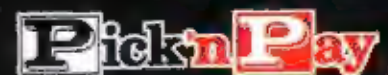
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ED's Note

Greetings Earthlings.

Now that our first issue has gracefully hit the shelves and created quite a stir in the market, we are happy to say that this issue is bigger and better than the previous. With the enormous amount of letters, comments, praise and constructive criticism that we received, we can only improve. Thanks to all you gamers who are inspiring us to reach greater heights in this demanding field.

We have put together a great bunch of dedicated gamers who will be bringing you the latest news and reviews on all the games to hit South Africa. Thanks to all the budding reviewers who responded to our 'I wanna be a reviewer' request. It is absolutely amazing at the standard of reviews we received over the last month. Two lucky respondents were chosen to join our team and are looking forward to entertaining you next issue. I must say that this bumper issue is filled with some of the best games to be released this year. Electronic Arts Africa have come up with 2 Awards of Excellence this month, namely World Cup 98 and Starcraft. Just getting to test out either of these two games was almost impossible, that left me with no choice but to pull rank. Even then trying to guard my office from vandals such as DarkSkies took all of my Defence Force training. This issue we have 7 games privileged enough to receive our rare Merit Award. Somehow I feel that the South African market can only benefit from the standards being set by the Developers and Distributors, leaving us with an exciting feeling for the years ahead.

I will be leaving for E3 soon and will be hobnobbing with all the bigshots and guru's of the gaming community. I intend to bring back a vast amount of knowledge on where we are progressing. Another point of interest is how South Africa shows in the big picture of growing the market. Currently we don't even dent the sales figures and have not even touched the surface of the world market. We can only move forward and hope to see more Developers such as Celestial (local developer), who are currently working on a world beater called The Tainted, pop up in our part of the world.

I am looking forward to the next issue in which we will review one of the most anticipated games of all time, UNREAL. After being involved with the Beta Preview, I can already see the Quake servers being replaced, but I'll leave that up to you. Piracy has always been a serious problem around the world and no more than in South Africa, due to the sanctions that curbed the influx of entertainment software to our shores. Now we have entered a new era and New Age Gaming are taking a stand against piracy. Let us all support the South African Distributors who are doing a damn fine job in bringing us all quality games. If you are in the market for a product, go out and buy it. You will be supporting the entire industry and insuring future development.

I am now off to find my suitcase and passport. Living on Mac Burgers and Jolt Cola is my only option if I am to afford that Canopus Pure 3D Voodoo 2 which I'll have to slip through customs (if you work in customs please mail me, we'll talk). Until next month, HAPPY GAMING.

The Ed

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The Web

It is easy to find an Internet site totally dedicated to one game these days. It is hard to find a site that does this well and also get the rest of the gaming community involved. This month we will be having a look at www.unreal.org or better know as 'The Org' by its visitors.

I started visiting this site back in the beginning of '97 and was amazed at how up to date the news was, and even to date 'The Org' brings breaking news on Unreal and other gaming news to its loyal followers. 'The Org' is dedicated to Unreal and here you can find general information on the game. It's main function is to bring breaking news on Unreal to the community. Over the last year I have read interviews with Epic's team and seen so much news on them that I actually know the individual persons that are responsible for the making of Unreal. 'The Org' might not always host the interviews but they always have links to them as soon as someone posts one. Funny enough all the Unreal sites have an affinity for Myscha (T. Elliot) who is a Unreal level designer and general spokesman for the community on the inside. 'The Org' even has a box on their front page dedicated to tracking changes to Myscha's .plan file. The site brings all the Unreal news to visitors but go further than that, not only do they offer Unreal news but also bring relevant news snippets with links on gaming in general.

Unlike a lot of gaming sites out there 'The Org' is clean with no excessive graphics giving even international visitors fast load times. Personally I prefer up-to-date info too funky looking graphics and I know a lot of you will agree with me. Don't get me wrong 'The Org' isn't just a bunch of HTML pages slapped together with some text. Its designers went to a lot of trouble giving the site a professional look with minimum graphics. The site was recently re-designed to make use of PHP (a server side scripting language) and MySQL (a Linux SQL database server) enabling 'The Org' visitors to register and post mug shots of themselves on the site with some additional information. Now you know

a little more about the people you will run into on the #Unreal channels on various IRC servers, although most of them hangout on irc.unreal.org. If you

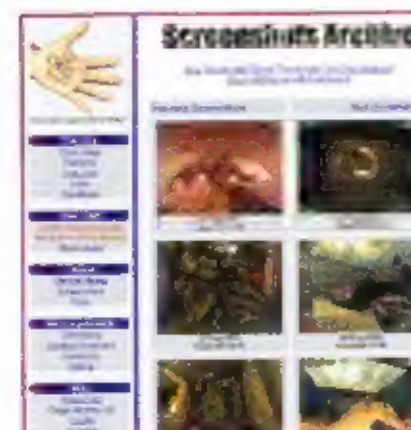


WWW. UNREAL.ORG

decide to register you will be able to participate on their message boards where you can ask questions about Unreal and discuss a variety of topics surrounding this game.

Since the re-design they have added a lite-mode to the site. The only difference between lite and non-lite mode when browsing their site is rounded borders on the tables. I prefer the round borders and the extra load

DarkSkies finds true happiness within the witching hour.
'The Org' is totally non-profit and is a testament to the statement 'for gamers, by gamers'.



time is minimal.

Another feature I have come to appreciate is the lack of advertisements on all their pages. 'The Org' is totally non-profit and is a testament to the

statement 'for gamers, by gamers'. Most of the sites I visit today have some or other damn commercial ad at the top and a lot of times it has nothing to do with gaming.

'The Org' has a hosting facility in place and allow potential webmasters to host their sites on their hardware making all their facilities available to them. With unlimited disk space and access to PHP and MySQL they must be getting a ton of applicants, but they will not host fly by night web sites that will disappear in two weeks time. It is only for dedicated people that have no affiliation to any gaming organization or publication, in other words non-profit.

Currently they have a number of sites ready for the launch of Unreal that will cover everything from level editing to partial conversions and have added a site for total conversions as well.

There is also another side to 'The Org' called 'The MacOrg' which deals with the Macintosh conversion of Unreal. There seems to be a lot of interest in the conversion and I am looking forward to playing against a couple of Mac boys.

For all the night owls here in South Africa 'The Org' hosts an audio program every once in a while you can listen to with Real Audio, definitely only something to try during the early hours of the morning otherwise it keeps stuttering.

On the show you can usually hear the guys chat about Unreal happenings and making prank phone calls to certain unsuspecting people and companies generally making them look like idiots. Every now and then a guest appearance by someone from Epic Megagames or GT Interactive.

The producers and designers of 'The Org' deserve your support. Pasha 'Max' Phares, Hendrik 'Mom' Mans and Donald 'Sumbry II' Sumbry have put a lot of work into making this one of the top Unreal sites available on the net today. I hope in the future that someone here in South Africa will put some work into a dedicated site for Unreal, but for now it seems like we have to go international.

www.unreal.org

UNREAL GOES GOLD !!!

After nearly 3 years of development GT Interactive announced that Unreal has finally gone gold. So much has changed over the last month since we received our BETA copy that it will be interesting to see how the final product measures up to current king of the hill, Quake II. According to Multimedia Warehouse Unreal will be available in South Africa around the 12th of June. As soon as a Internet server goes up look out for NAG employees joining the killing fest.



Computer Faire and BEXA

While our Editor is drooling at the mouth in the States, we here in good ol' South Africa have the opportunity to visit the Computer Faire & Bexa at Gallagher Estates in Midrand. Unfortunately a lot of our local game distributors will not be attending this year, due to the fact that no under 18 year olds

will be allowed during the week. According to Gallagher Estates the event will run more smoothly this year than last. They have new parking space available and will have Traffic Officers helping them out on the day to control traffic flow. If you are in the IT industry make sure to check it out the 27th-30th of May.

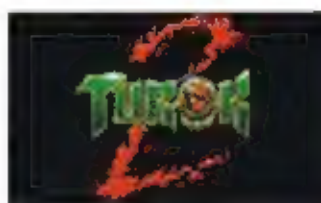


Acclaim Announces Turok 2

Acclaim announced the sequel to one of 1997's most successful games. Turok 2: Seeds of Evil should be available in October.

Turok 2: The Seeds of Evil returns Joshua Fireseed to the Lost Land as Turok to battle the Primagen, an evil force he unwittingly awakened at the end of the first game. The Primagen, imprisoned at the core of the Lost Land, has summoned a massive army of savage creatures to destroy the energy totems that hold him captive. Turok must now end the devastation he has set in motion.

Players will be able to choose between quest mode and several different four-player split-screen deathmatch modes, including team play. Turok 2 will feature 16 player LAN and Internet multiplayer support.



Square Announces Final Fantasy VIII

Square has announced Final Fantasy VIII which will ship in the 4th quarter of 1998 or 1st quarter of 1999. Final Fantasy VIII is hailed to be the 8th wonder of the RPG world and will feature more traditional looking characters as opposed to the Anime looking (I personally like the Anime look) characters of FF7.

You will play the part of 17-year-old gunblade-slinging Leonhart. Although specific details of FF8 is sketchy at this time Square did say that FF8 will be produced with an overseas release in mind. This heralds good news for FF fans and the period between the Japanese and English version should be short, unlike FF7 that took 6 months before it eventually reached foreign shores and even longer for South Africa.



Diamond To Acquire Micronics/Orchid

In surprising news Diamond Multimedia announced that it has entered into an agreement with Micronics to acquire the company. Micronics has recently acquired Orchid, which is known for their Orchid Righteous 3D voodoo, and voodoo2 based boards. The acquisition of Micronics will enable Diamond's entry into the multimedia systems board business and support the consolidation of Voodoo2-based computer gaming boards.



New QuakeWorld 2.2 Released



There is now a new QuakeWorld 2.2 client and server available. The latest update fixes some bugs and checks for alterations to your .pak file, mainly to see if you are playing with watervised (transparent water) maps. Should

QuakeWorld 2.2 find any watervised maps it won't allow you to connect to a server that has no watervised maps, you have to have the exact same .pak files as the server.

Zoid has also announced QuakeWorld 2.21 which will allow the above feature to be turned off by servers, he stated that he underestimated how many players (Me being one) were actually using watervised maps.

The alteration check should still come in useful for servers running strict competitions when 2.21 finally arrives.

E3 Expo '98 To Showcase 1,600 New Interactive Entertainment Titles



The E3 Expo '98 will give attendees a first ever look at more than 1,600 new PC games, video games and edutainment titles. Of the 1,600 more than half of the titles will feature a multi-player component and 60% of the new PC games will feature 3D graphics. Interestingly 30% of all the titles will ship on multiple platforms.

Below is a list of games that will be showcased by various companies, our Editor is going to be a very busy man at E3. He has also been invited to the Sony and GT Interactive E3 parties, he will be showing them how we here in South Africa PARTY!!!

(Don't you think our Editor is a lucky bastard! Next year I wanna go! - Ass, Ed)

Westwood

Dune 2000
Command & Conquer: Tiberian Sun
Lands Of Lore 1

GT Interactive

Epic MegaGames: Unreal
Deer Hunter
Singetrac's Rogue Trip and Streak
Duke Nukem: A Time To Kill
Transam Racing
Blood II: The Chosen
Duke Nukem Forever
Oddworld: Abe's Exoddus
Prey
Wheel of Time

Electronic Arts

Tiger Woods '99
World Cup '98
 Madden NFL '99
 NCAA Football
 NHL '99
 Triple Play '99
 Moto Racer 2
 Need For Speed 3: Hot Pursuit (PC)
 Road Rash 3D
 Sid Meier's Alpha Centauri
 Sim City 2000

Building part of E3

Populous: The Beginning
Crash part of E3
Ultima: Ascension

Ubisoft

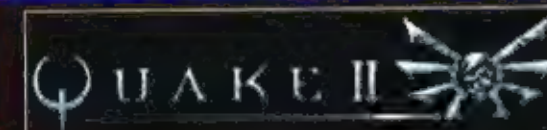
Resman 2
Tonic Trouble
SCARS
F1 Racing The Sequel
Redline Racer
Speed Busters
Chaos
D. Jump
Reel Deal Gold

While at E3 he will try and organise BETA copies of upcoming games so that we can increase our preview section, and make contacts for up to date news on developments in the gaming scene.

The E3 show covers an area equal to 58 rugby fields and is currently the largest gaming show in the world. (OUCH! That is a lot of walking - Ass, Ed).

Unfortunately for all the people out there that wish to attend the show, the show is only open to the media and companies involved with the gaming market i.e. its a Trade Show.

Second Quake II Add-On Pack Announced



Activision has announced a second official Quake II mission pack, titled Ground Zero. The mission pack will be created by Rogue Entertainment, the same team that created the highly acclaimed Quake add on pack 'Dissolution of Eternity'.

In this Quake II mission pack the Strogg have developed a new threat to mankind, the gravity well. It will also feature new weapons and powerups along with 15 adrenaline pumping new levels.

GOD To Distribute Max Payne

Gathering of Developers announced that they will be distributing 3D Realms & Remedy Entertainment upcoming game Max Payne. The game is not due to ship until 1999.

"Max Payne, a hardboiled, fugitive undercover cop is being framed for the murder of his boss. A mission to revenge his slaughtered family is taking him on a bridge-burning, rock n' rolling rampage through the criminal underworld of New York City. Max Payne, a lone hero, goes up against a horde of stone-cold murdering mobsters, drug-enhanced killers, bad cops, professional assassins, corrupt politicians, and other diabolical masterminds lurking in the city's heart of darkness in this intense 3D-action shooter." - Press Release



Creative PC-DVD RAM

Creative announced the availability of their PC-DVD RAM drive. It can store up to 5.2GB of rewritable data on a single double sided disc. The drive offers 20x CD-ROM

PC-DVD RAM

performance and is compatible with Creative Labs 2nd generation PC-DVD ROM drives. The PC-DVD RAM is currently available for ordering on the Internet.

Now might just be a good time to upgrade to PC-DVD, with the availability of the Dxr2 decoder board as separate product you can now buy a PC-DVD RAM drive with a Dxr2 board to offer you maximum value for money. With this configuration you can watch DVD titles while still being able to backup 5.2GB on DVD RAM discs.

Sony Revamps Playstation.com

Sony has revamped their Playstation Internet site to be more user friendly and more visually appealing. Playstation owners can get information on games and be informed of the latest gaming news and developments. For the junkies there is the Underground section where you can apply for membership and order the Playstation Underground demo CDs.



Psygnosis Announces.....

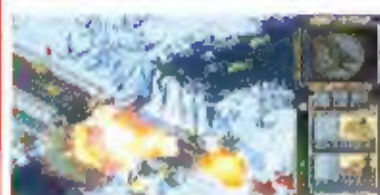
Psygnosis, makers of Formula 1, has paired up with America's favourite racing family and three-time CART champion, the Newman/Haas Racing team. They will be releasing Newman/Haas Racing this August. The game will feature 16 drivers, 11 licensed tracks, 4 hidden tracks, crash and damage debris and professional commentary by ABC/ESPN commentators. Like most games today it will have support for multiplayer action over a LAN/IPX network. Newman/Haas racing will also offer ultra realistic racing dynamics, motion capture and action cameras that will cover pit stops and crashes.

Psygnosis announced another upcoming title DRAKAN. The game is planned to ship in January '99. Drakan is a 3D action adventure game that aims to combine the best of all worlds. It will feature an intriguing storyline, thrilling adventures, heroic battles and a right-hand dragon to help you cut through the mire - all within seamless 3D environments never before experienced in a game on PC.



Yet another announcement from Psygnosis. This time for an upcoming World War II flight simulation names "Nations - Fighter Command". You will be able to choose from twelve different aircraft from US, British and German forces. All aircraft will be realistically modelled and have realistic flight dynamics. Multiple players will be able to fly any of the available aircraft in a huge dogfight either on a LAN or over the Internet, in specially created scenarios.

Tiberian Sun To Be Shown At E3



Westwood Studios will be showcasing Command & Conquer: Tiberian Sun at E3. Tiberian Sun features dynamic lighting, reactive

environments and realistic physics. We will be bringing you more information when our Editor return from E3.

Blizzard Sues Microstar



Blizzard Entertainment is suing Microstar Software in connection with the sale and distribution of an unauthorised Starcraft product. They used the Starcraft level editor to build 50 levels and is now selling them to the public. Blizzard's license agreement states that you may not sell levels created with the editor to anyone.

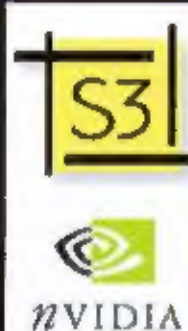
Activision Teams Up With SOF

Activision has teamed up with the Soldiers Of Fortune magazine. The magazine is known for covering armed conflict and firearm issues. Soldier Of Fortune will lend its name and logo to an upcoming 3D shooter from Activision being developed by Raven. The game will use the Quake II engine and allow players to take on the part of mercenaries for hire.



S3 Sues nVidia

S3 is suing nVidia for a patent infringement. According to nVidia the suit has no legitimacy and was filed because S3 want to regain its market position. "As Nvidia represents the largest threat to S3's comeback attempt into this market, it's not surprising they are targeting Nvidia. Our RIVA processors were developed lawfully and we are prepared to defend ourselves vigorously," says Jen-Hsun Huang, Nvidia's CEO, in a prepared statement. Hopefully this will not impact the development of the TNT4 chip from nVidia.

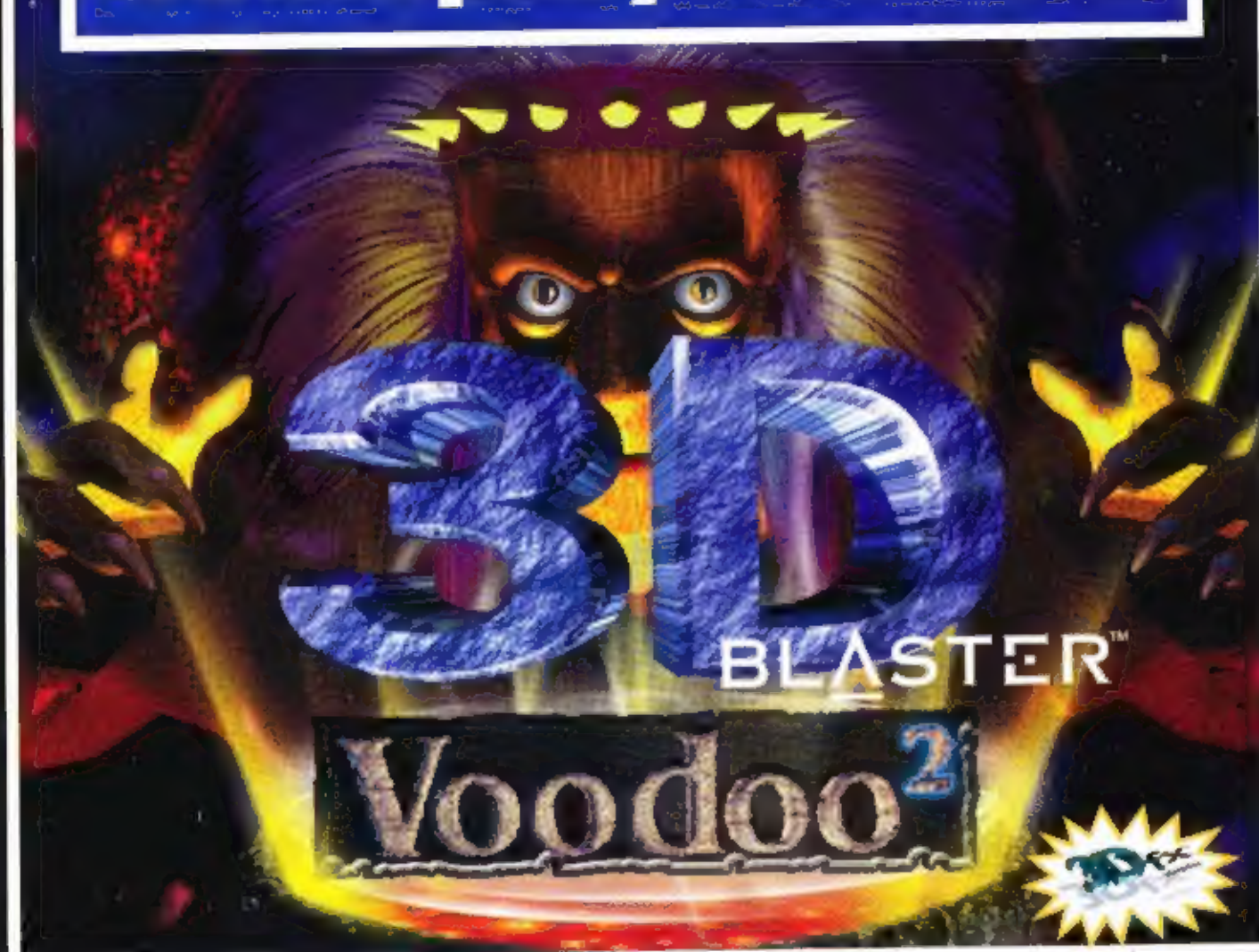


NAG Internet Gaming Site

New Age Gaming is working on a Internet gaming site for South Africa that will be going live in the coming months. We would like to offer the best features to our reader and would like to hear your opinions on what the site should consist of. You can also email us suggestions about a name for this site. Send suggestions to bb@nag.co.za.

I HOPE YOU HAVE ENJOYED THIS EDITION OF BITS & BYTES. WE HOPE TO HEAR YOUR OPINIONS AND SUGGESTIONS ABOUT HOW TO IMPROVE THIS SECTION. IF YOU HAVE ANY COMMENTS PLEASE E-MAIL ME AT BB@NAG.CO.ZA
LEONARD DIAMOND - ASSISTANT EDITOR

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10
TOP
GAMES

Carumba, I didn't realise that we had so many gamers out there, I must admit I wasn't expecting so much TOP TEN info and therefore had to have emergency resuscitation when the mail arrived (and you thought you would have it easy : Ed). Thanks to all you gamers who responded, please keep it coming. It's great to see the charts evolve. Together we'll post the best SA Gaming Charts and soon you'll get us on the web for easier voting. More about that next time.

Onto this month's listings which have radically changed since last month. Sitting pretty with a whopping amount of votes is Tomb Raider 2 that moves up 5 places on PC and slip into No2 on the Playstation. You people must enjoy

playing with Lara (now now : Ed) oops, sorry. Big moves come on the PC side that crumbles under the wake of Starcraft lovers (no big surprise : Ed) as well as another Blizzard stalwart Diablo which shifts into 8th. Grand Theft Auto holds up the PC pack (I thought we were against crime) enduring the column above.

No real changed on the Playstation with most of the entries agreeing with our top slots. Final Fantasy 7 holds on gracefully with no real contenders pushing close this month, but with the release of Resident Evil 2 and Gran Turismo and the show of support things might just change next time we meet. Until we climb the charts next month. Cheers.

LM = Position Last Month TM = Total Months on chart

PC			
NAME	LM	TM	
1. Tomb Raider 2	5	2	
2. Total Annihilation	2	2	
3. Starcraft	new	new	
4. FIFA 98: RWC	8	2	
5. Dungeon Keeper	new	new	
6. Age of Empires	new	new	
7. Quake 2	1	2	
8. Diablo	new	new	
9. Toca Touring Car	4	2	
10. Grand Theft Auto	new	new	

PLAYSTATION			
NAME	LM	TM	
1. Final Fantasy 7	1	2	
2. Tomb Raider 2	3	2	
3. Rho's Odyssey	2	2	
4. Crash Bandicoot 2	4	2	
5. FIFA 98: RWC	5	2	
6. SoulBlade	8	2	
7. Gran Turismo	new	new	
8. SoulBlade	8	2	
9. Resident Evil 2	new	new	
10. Bushido Blade	new	new	

BACKCHAT

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letters@nag.co.za

Thank you to everybody who wrote in. Unfortunately we cannot reply to all of them but we do read them all. We now have an e-mail address dedicated to the letters section. The address is stated above. If you share the e-mail you are almost guaranteed a reply. Congratulations to Adam Sweeting who wins the copy of Final Fantasy 7 because it was the first ever letter received at NAG. Keep those letters coming Ed.

To NAG

Hi there, I have just read through your awesome mag and well I would really like to congratulate you on a mean mag! The quality of it is good! The articles are very good, the prizes are good! When I walked into CNA I looked through the mags and when I came across NAG I though agghhhh another UK mag that is pointless towards us gamers because the stuff they advertise is always \$\$\$% and well it's @#%\$uped, but then I saw S.A. and WOW it kicks ass! All you need now is a cover disk! That would really make it cool! I have filled in the subscription form and it's on the way! I would just like to say once more! THANKS FOR SUCH A COOL MAG! keep up the good work! Many Regards

Adam Sweeting
Sundra

Hi Adam

Again thanks for the kind words. I would like to inform you that you are the owner of the first letter ever received at NAG. We have printed it out and have had it framed and is above my desk as we speak. You have made history with us therefore won the letter of the month. Your copy of Final Fantasy 7 is in the post. Congrats. Ed

Dear NAG

The 5th of May I bought a Launch Issue #1 of your magazine, and it was the first time I saw this new amazing magazine, but the issue month printed on the cover was April '98. Can you tell me if the magazine was late?

I like your magazine so much, especially Playstation reviews, because this is the first S.A. computer magazine to include Playstation reviews. I would like to subscribe to NAG for one full year, but I don't have any Cheques, Master or Visa credit cards. How can I subscribe? Can you give me your Bank account number and let me deposit the

amount into your account. I have a suggestion for your magazine: Can you give two pages from your amazing magazine for second hand classified ads. Let reader's buy/sell their second hand games or systems to other readers like one of the USA gaming magazines.

Duncan Chen
Bloemfontein

Hi Duncan
thanks for the kind words, we aim to please. Regarding your questions. Firstly we were a little late due to uncontrollable delays brought about by the public holidays. we apologise for the inconvenience but hopefully the mag made up for it. Secondly we don't want you throwing large amounts of cash into our bank account so rather send us postal orders. Regarding your enquiry into a classified section, we have been planning this for a short time and hope to have a free classified up in the August issue. Ed

Dear NAG

Thanks for an all South African gaming mag. I was really getting fed up with all the overseas garbage and was looking for something new. You came just in time. Overall your reviews are very good. Also the layout of the magazine. A cover CD will make the mag perfect. Keep it in mind. Good luck for the future.

Edre Janse van Rensburg
Aberdeen

Hi Edre

We pride ourselves on the layout because we are directly involved with it. We not only want the best content, but the best looking mag as well. As far as the Cover CD is concerned, we are in development as we speak, we are currently negotiating with the CD manufacturers in order to get

Please include your name and postal address with your letter so we can forward your prize should you win. Any winners without the above shall forfeit the prize and the Editor's cupboard will collect another game (Damn not this month :Ed). The prize cannot be changed for cash or any other product. The Editor's decision is final and that's that.

the best possible price as to keep the mag affordable. Ed

Dear NAG

Your launch issue was pretty darn impressive, I couldn't put it down until I had read it cover to cover. It made me quite excited and all I wanted to do was grab a pen and paper and write right back. The magazine is also a fair price, most overseas magazines are expensive. Now, why I wrote to you. I don't suppose you have an opening for a gamer like me to come and work for your mag. I've always wanted to work for a gaming magazine as the tips and cheats guru.

Nicholas Robertson-Muir
Cape Town

Hi Nicholas

As we planned NAG, one of our main objectives was to be cost effective. Therefore allowing more of the under-privileged gamers the opportunity to purchase a gaming magazine. We will strive to keep the price constant, in respect to the position you are looking for, we are growing rapidly and might have something in the pipeline for dedicated gamers in the future. I'll keep you posted. Ed

Dear NAG

Finally a South African gaming mag has graced the gaming public. It is truly great that you have added a distinctly South African voice to the gaming forum, and none too soon. I don't know how much longer I could stand codswallop after codswallop of American and British gaming sentiments, which have no bearing on South African gaming. That said I would like to ask a few questions:

1. Is there a possibility of top ten lists for each gaming category?
2. Could you please review any of the following: StarCraft, Mageslayer, Diablo or The Games Factory?

Wishing you great success.

Dear NAG

This is the best PC / Playstation mag I have ever seen. It rules from front to back and is perfect for young and old. Keep up the excellent work.

Gregory Nikitas
Waterloo Ridge (PTA)

Hi Gregory

Short and sweet, and a way with words. Thanks for the comments. Hopefully you'll elaborate next time. Our ego's are still under developed, so keep it coming. Ed

Jerome Lythan
Emelo

Hi Jerome

Yea, I know what you mean by the codswallop. That's the reason why we decided it was time for something local. Regarding your questions, I have some

Preview Under Construction



Just figured out why people like real time strategy games - it's the old toy soldiers fascination we all had as children. But instead of spending hours of quality time in the cold mud playing with lifeless lumps of plastic, we can now do real battle with thousands of moving pixels in the warm glow of our monitors. Some people just never grow up.



heard of and thus my curiosity was pricked.

Naturally shocked to have missed some vital gaming information I proceeded to investigate and dug a shallow little hole in cyberspace and came up with the goods. GIFT is a planetary system somewhere in deep space and GIFT 3 is the third

Dominion was originally a production under development by 7th Level but last year ION Storm acquired the license to complete the game. They first changed the name to Dominion Storm and finally settled on Dominion: Storm over Gift 3. ION Storm has a great deal to prove to the world and Dominion: Storm over Gift 3 is the first real test to see if they can cast a mighty hurricane over the heads of the gaming community - or will they fall with a light downpour, the dreaded monkeys wedding!

The story so far
After an anxious wait for a hefty 27.1MB to download from the ION Storm site - Dominion: Storm over Gift 3, the first tangible product from ION Storm was finally mine. Out of the four current projects under development by ION Storm, Dominion: Storm over Gift 3 is the likely candidate to first see light of day. The other projects, including Daikatana John 'Quake' Romero's new project, Anachronox a science fiction role playing game and Doppelganger, also a real-time strategy game, are all due this year. In September last year the final development rights of Dominion and the first mission pack were acquired from 7th Level by ION Storm. Todd Porter and Jerry O'Haherty, two of ION Storm's founders who originally worked on the conception, design and animation of Dominion will be driving the project to completion. In line with ION Storm's policy of 'design is law', Dominion looks like it could be something special. The public beta and complimentary patch are now available at <http://www.dominion-storm.com> - if you've got the guts to download it.

The burning question I had was what's with the name anyway? It sounded like the third instalment of something I've never

REDTIDE gives us the sniffle's on ION Storm's Dominion



planet in this system - easy when you think about it. The storm in question is the furious space battle between four races to dominate this planet. Now why is everyone fighting over GIFT 3? Well it has to do with a thousand-year-old deep space message telling of a powerful artefact called the GIFT 3

Messiah. Through the mighty battle above the planet the only vehicles that can get through to the planet surface are small drop ships. You command the small force that crash lands on the planet surface, of course other drop ships have also made it through and it's up to you to fight it out on the surface for total planetary dominance. Hence Dominion: Storm over Gift 3.

Variance is a primary phase of life

There are four different races to command in Dominion - unlike StarCraft the difference in each race is more of a cultural one but they all possess more or less the same structures and units with only a couple of key variations. They all have unique traits that will change the way you play each game.

The Humans are, as always, highly adaptable and will, if left unchecked, eventually colonise the entire universe, leaving a trail of Coke cans wherever they go. The Human campaign relies heavily on the 'Commanders' decisions to be victorious. The next race in the line up are The Bendian Mercenaries (MLRCS) who are nomadic by nature due to an unfortunate incident on their home world. These mercenaries will fight for the highest bidder and have a rather unique vehicle called the 'widow maker' which can 'remote' an enemy vehicle thereby taking control of it. The Darken are the third race you can

Strategy

Developer: ION Storm

Publisher: Eidos Interactive

Supplier: EA Africa
Tel: (011) 807-6551/2
RRP: TBA

International Web & Demo Site
www.dominion-storm.com
SA Download
www.gamesdomain.co.za
Size: 237 Mb **Patch:** 26 Mb

play, they have practised the art of gradual planetary conquest and fair best behind their heavily fortified bases. The fourth race involved are The Scorp, believing any battle should be fought with as many units as possible, they are ruthless and predatory and fight best when grouped - very effective pack hunters.

The real test

After installing and running the public beta version of Dominion, my first impression wasn't a good one - the game instantly reminded me of all the other real time strategy games we've seen a hundred times in the past. Persevering and playing a little longer revealed a few subtle things that effectively changed it from a base building, tank rushing we've-seen-it-all-before real time strategy game into something different - ION Storm have taken the strategic part of real time strategy to heart. There are new options available by right clicking on your units such as crawl, kneel and automatic reconnoitring. The base construction isn't a focus of the game and the whole battle revolves around using what you have in the best way possible. Resources are limited right from the start and there are no annoying harvesters to protect and serve, just place a refinery over any matter well and the resources start flowing in. You can basically construct your base all over the entire map provided everything is linked up with an effective power grid. This energy grid is kept intact



Dominion Storm Over Gift 3 (cont)

with a network of umbilical power conduits but these structures have a limited range and are always vulnerable to attack. Careful planing and crafty deployment means you can tap all the matter wells on the map before your opponents do.

As far as new technology goes, Dominion features very little (this is now becoming a point to consider when buying any new real time strategy game). There is always a clear question in my mind - does it have all the 3D bells and whistles of the ground breaking Total Annihilation? If the answer is a resounding no then the title needs to be examined a little closer. Graphics, sound and game play must all be looked at. But remember that throwing around new technology does not a good



game make, as Yoda might say.

One interesting observation was the cleverness of the artificial intelligence. The computer seemed to be pretty crafty for the duration of each mission and if this point alone gets even slightly tweaked then we might have something very special to look forward to here.

Go faster strips for a computer game

What would any game be without the usual unique selling points? There are a number of interesting features in Dominion, but we've seen them all in the past. Most games promise 'unique' features like improved animation, true digital sound and even the very rare highly sought after artificial intelligence, but few ever deliver. Dominion promises to

be different with its modest list of special features. With four different resolutions available, all running at over 30 frames a second and the usual death match and multi-player options, it also includes over 44 different vehicle types and 6 personnel types, as well as 60 missions with new ones appearing at an ION Storm web site near you. Not forgetting of course the four different races, each with their own distinctive abilities, strengths and weaknesses.

All in all I enjoyed playing each of the five missions available in the beta version (there is a web site location for any bug reporting and suggestions). If ION Storm includes any player suggestions it might just make the difference in turning this from an already good-looking RTS game into something really special. Dominion might find its own niche in the market - but for now we'll hold judgement until the final product arrives.

RedTide

[NAG]:

Have you implemented any suggestions from players - call me give me one or two examples (any good ones)?

[Todd Porter]:
Chad answered a few, but no fewer than 45 new features were added as a result of the public beta. [NAG]: So the guys in ION every now and then?

[Chad Barron]:
Yes we have. We are always open to good suggestions that can be implemented in a timely fashion. Some examples are:

- Having units stand their ground while in guard mode.
- Having the enemy structure/unit name displayed while holding the cursor over it.
- Commander thumpers - act like a moving rendezvous point.

[NAG]:

You've seen two different sets of screen shots with a number of small differences in size and interface - i.e. green arrows in the control panel move units in one and out the other, how much will the finished game's look differ from the current demo?

[Todd Porter]:
Obviously screen shots are taken over the life of the project and reflect optimisations that have been done.
[Chad Barron]:
What you have seen in the demo is about 75% of the game. We have added some new features - cursors, lighting effects, etc. - that will enhance the gaming experience.

[NAG]:

Why doesn't Dominion have any of the new age features like 3D terrain (i.e. Total Annihilation)?

[Todd Porter]:
At over 100,000 frames of animation, Dominion significantly ups the ante for animation in a real time strategy. Like Age of Empires (one of my personal favourites). Dominion was built to be good looking and fast to play. Anyone bogging down in Total Annihilation will appreciate that. I don't think the processor could handle over 2000 units on the field of combat if it were a real 3d game. I have seen over 200 tanks, walkers, and men attacking a similar number at the same time in multiplayer in Dominion. Try doing that with any real-time 3D game. If you need freedom of movement from a heads up perspective, then



NAG's RedTide gets Todd Porter and Chad 'Ogre' Barron too spill a few beans

Todd Porter is CEO of ION Storm and is in charge of Dominion: Storm over Gift 3 and the upcoming Doppelganger. Todd Porter has been involved in the gaming scene for many years and brings to ION Storm the kind of expertise that will change the face of modern gaming forever. Chad 'Ogre' Barron is one of the producers of Dominion, he's been with the project for almost 2 years (since its inception) and has followed it from 7th Level over to ION Storm. After playing Dominion and trawling the Internet for more information we still had a couple of questions that needed to be asked. We put a couple of these questions to Todd Porter and Chad Barron and this is what they had to say... (you lot better appreciate this, it's costing us a case of whiskey and someone's left arm). :)

favourite. I insisted that all my team watch it in our video room.
[Chad Barron]:
The movie was the main inspiration. It is one of Todd Porter's favourites.

[NAG]:

Quick last question, why was the name changed?

[Todd Porter]:
For trademark reasons. The name is still the same, however, if you consider that hardly anyone calls Warcraft II, Warcraft II - Tides of Darkness...

[Chad Barron]:
When the game was purchased, 7th Level had never bothered to trademark the name Dominion. So to keep it, we had to put a subtitle with it.

Thanks to RedTide for showing us that talent isn't required to be an interviewer :Ed

Preview Under Construction

First Person Shooter

Min Required	Recommended
Pentium 133 16 MB RAM PCI SVGA CDROM 250 MB Est. HD space Win 95 or Win NT TCP/IP Network	Pentium 166 MMX 32 MB RAM PCI SVGA CDROM 250 MB Est. HD space Win 95 or Win NT TCP/IP Network

Developer: **Epic MegaGames**

Publisher: **GT Interactive**

Supplier: **Multimedia Warehouse**
Tel: (011) 315-1000

International Web Site:
www.unreal.com

Finally we have received a fully functional BETA copy of Unreal dated 4/24/98 and let me tell you it kicks ass! Now I know why Unreal has been delayed a couple of times, Mark Rein and his team at Epic Megagames is making sure everything is perfect. The wait will definitely be worth it. In my eyes Unreal will be a Quake killer.

I haven't seen a game as graphically advanced as Unreal yet and I doubt that there will be one released this year that comes even close. The special effects are absolutely awesome and we here at New Age Gaming kept saying things like "WOW! Look at this." and "Shit how did they do that!". The water and lava looks almost like the real thing with ripples running through them, the small lakes even have fish in them. Not only are there fish but also other animals flying and running around while you are on external levels. It is hard to find words that do justice to the way I felt when I saw the effects for the first time. Not even screenshots do justice to them. It is something you just have to see for yourself to appreciate. Epic has used a lot of animated textures in

levels, but in such a fashion that they seem to belong. The most amazing one for me would have to be the translucent floors. Looks like your walking on fog. The game looks excellent with just software rendering (better than any other game I have seen to date) but I would suggest that anyone without a 3D accelerator start saving and purchase one before Unreal is released, preferably a Voodoo 2 based card. The game looks stunning with a 3Dfx card with the



Have you ever heard of the term 'you ugly and your mother dresses you funny'?

bonus of running at a higher more playable frame rate.

For an all immersive experience in any game there has to be good sound. This is something where Unreal will stand out in my mind for years to come. The reverb and echoing in

places like caves were astonishing. As I battled a Skaarj in a cave I could hear my screams echo throughout the cave with that hollow sound to it. While I was

progressing through single player mode, at certain sections the music changed to a different beat

which is a indication that something is coming or you are going to run into one of the level editors surprises. The music is funky and enjoyable to play to, adding "mood" to the game while not being overbearing like in some other games.

Now that I have seen all the weapons I can finally say that it is hard to choose a favourite. All of them are well balanced with advantages and disadvantages. There is no all-powerful weapon for killing a person with one shot.

The character animations are very realistic



With what has been witnessed with this Beta release there can be no doubt at NAG that Unreal will take control of the 3D Shooter market.



These friendly folk called Nali have a knack of following you around the levels.

Unreal (cont)



If levels can look this good, we can only expect great things for Unreal.

and all characters have a host of frames for ducking, rolling, running, the odd scratch the head etc. Monsters and players move realistically. I can't exactly put my finger on it but there just something that makes actions seem smooth.

Usually where all the first Person game developers promise you the world and never deliver is the AI. For the first time I can say that Epic delivers on what they promised. Steve Polge is definitely the king of AI programming for me. The monster dodge bullets, hide behind object so you can't get a clear shot, rush your character hit a couple of shots then run for it, hunt you down when you run and generally do things you would only find another human player doing. Unreal is not a game where monsters will idly stand still while you circle strafe around them and take pot shots. They dodge and adapt themselves to counter for specific strategies. In one section I was strafing around a pillar to shoot a Skaarj and was surprised to see him do the same, he actually changed direction every now and again so I couldn't just strafe in one direction. After a couple of shots he actually ran from me. Eventually we ended up in another room where a Brute joined him, the Skaarj all of a sudden turned around and started attacking me again in conjunction with the Brute. Definitely something I wasn't expecting. The monsters kept surprising me and I almost jumped out of my chair a couple of times.

After playing for about 2 hours I was scared to approach monsters because of their AI. Ok the monsters in single player were intelligent, but nothing could prepare me for the AI of the bots you can play against

other as well. This will be an excellent feature for training and refining your multiplayer skills. The computer also won't brag about winning!

While bots are fun to play against but nothing beats the real thing. A couple of us spent countless hours trying to get multiplayer to work, being a beta and all, and once we did we played till the early hours of the morning fragging each other. In this beta we could choose from 5 different model, 3 male and 2 female. These models are distinct not just one model with different skins. I heard that all of the models will have extra skins when Unreal finally ships, but for now I have to be satisfied with one for each. The deathmatch levels we saw range from small to huge giving something for everybody. Weapons are spread out

evenly in places that are hard to camp near and even if someone camps there is always invisibility to blow them to smithereens. Unlike the invisibility in Quake in Unreal you are TOTALLY invisible, no eye balls or weapons floating mysteriously through the air.

Unfortunately I didn't have too much time to play with the editor and it doesn't come with a help file. Look in the coming months for an in depth review on it.

That will be enough for this article. I want to get back to playing Unreal but before that let me just say that if there is only one game you absolutely must get this year it will be Unreal!

In multiplayer mode. I consider myself to be fairly good against the level 3 Reaper bots in Quake but got my butt thoroughly trounced by a level 0 Bot in Unreal. Take note that I said bot and not bots. Unreal has the ability to add 32 bots in a multiplayer game. Of course all of them don't just come after you but frag each



Smooth animations worked superbly with the 3D designed characters.

REVIEWS UNDER FIRE

Break neck speeds, g-force turns, breathtaking passes and death defying crashes all correspond to one of the most widely watched sports, the Formula 1 racing circuit. Recreating those same feelings in a computer game is difficult enough without creating realism of the same nature. The closest I have come to being engulfed by late night Grand Prix sessions is with the awesome Grand Prix 2, and even then my system just barely plodded along.



Grand Prix and Multiplayer. It must be said that F1 97 in Multiplayer Arcade Mode is great fun to play and had me scampering to bed at 2am (hard luck guys, next time we have it at your place). A difficulty setting comes in handy when you race against the computer as the AI is above average, the drivers follow the same performances as the 95 season stats (be extremely careful when the Ferrari drivers come close, they

FORMULA 1 97

All in all Formula 1 97 has the potential to be top of its class.

Now with the invention of the 3D accelerator we are sure to see many Formula 1 sims breaking into the market, the first of which being Formula 1 97 by Psygnosis. This leaves us with one big problem with this release; you need a 3D accelerator to run F197 (the 3D market would beg to differ). In many ways this cuts out a large portion of the South African market, leaving F1 lovers without cards no choice but to dig into their already torn pockets.

If you are privileged enough to own one then you will be amazed at the graphics that stream out of your monitor. Frame rates bolstered along at 30+ fps on my overworked Canopus Pure3D, and you are sucked into a world of high-speed racing. Having this as a basis for simulating Formula 1 is a definite plus for Formula 1 97.

Unfortunately every game has its downfall and this comes from F197's interface and playability. The interface responded terribly and often crashed the O/S, irritating me to no end. Lost clusters are not my idea of good gaming and this really dampened my overall impression of the product. When I had overcome these irritations and finally started racing I also realized the unrealistic manner in which the car reacted to the controls. The normal smoothness and control that is synonymous with the better racing sims was not there, making the game more of a fun ride than an actual challenge.

The game consists of three main subsections consisting of Arcade,



Steak and quick, but underpowered in F1 97.

love to demolish your finely tuned McLaren, I wonder why?). You have the option to drive as any driver in the Formula 1 FIA 95/96 season which leaves you with the likes of Michael Schumacher and Mika Hakkinen and their corresponding teams as prime choices. You not only have to put up with the competition, but with the dynamic weather as well. Thundershowers are not uncommon and make the driving even more difficult. Multiple views are available with the handy reverse view being defaulted to the control. A little too handy I thought at times because it would automatically look back at the most critical of times. Imagine coming into the last hairpin corner with a chasing pack behind you, only to be unceremoniously shown the reverse view, which created panic and resulted in a double spin off into the sand trap, relegating you to 12th after 72 laps of racing. Yes it happened, and after three Valium I managed to claw myself back to the monitor.

F1 Racing Simulation

Min Required	Recommended
Pentium 133 16 MB RAM 4 X CDROM 25 Mgb Hard Drive Space Win 95 (DirectX 5) 3D Accelerator (3Dfx etc)	Pentium 166 MMX 32 MB RAM 8 X CDROM 60 Mgb Hard Drive Space Win 95 (DirectX 5) 3D Accelerator (3Dfx etc)

Developer: Bizarre Creations

Publisher: Psygnosis

Supplier: EA Africa
Tel: (011) 807-6551/2
RRP: R 299.00

International Web & Demo Site
www.psygnosis.com
SA Download
www.gamesdomain.co.za
Size: 10.2 Mb



Now where is that accelerator again?

Formula 1 97 has enough bugs to start a insect farm and is in need of a patch to sort out these problems. With that Psygnosis and the F1 97 web site are a little behind. Actually the site still says we are awaiting the PC version, never mind a patch.

All in all Formula 1 97 has the potential to be top of its class, but with the bugs and faults that infest the final release it will only impress the die hard racing fan. Leaving me with only one choice but to give it average marks when it should have done better.

SUMMARY	GRAPHICS	SOUND	CONTROL	STORY	CONTINUITY	PLAYABILITY	OVERALL RATING
A qualified remake of Formula 1 that looks good but plays bad. Graphics and sound combine to pick up falling playability and interface. Fun arcade mode is easy yet satisfying. A full contingent of F1 tracks, teams and drivers spark life into the game.	89	88	67	81	74	67	76
www.psygnosis.com							
MULTIPLAYER		COMPARATIVES		PRO'S and CON'S			
LAN (IPX/SPX)		Grand Prix 2 Polestar F1		+ FIA Indisposed + Cool Multiplayer + Superb Graphics		Bugs, Buns and Bugs - Multiplayer problems - Terrible Control	



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Africa

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www.ea.co.za

STAR WARS REBELLION

Star Wars: Rebellion by Lucas Arts was one of the most anticipated space strategy games to be developed. Based on the incredibly popular Star Wars movie, we all expected it to be a huge success or to be a complete flop, as is often the case when one media form is transposed to another. What in fact turned out, is a game which has huge ambitions, which it does not manage to fully realise. If not, there was a story suited to his style — games the Star Wars universe with its rich media and wide planets are well characterised — was the ideal template to work from. All the hard work had been done by George Lucas when he created characters such as Yoda, Luke Skywalker and Vader. One of the problems that many new games face is that while the gameplay is great, the story lacks credibility and depth. Star Wars: Rebellion has no such excuse.

All important to Star Wars: the movie is the characters that were created: The complete evil of Darth Vader, the naivety of Luke Skywalker and the heroic character of Han Solo. These characters tell us

have remained as important in Rebellion. In fact some of the missions that you undertake are dependent on the personal skills and abilities of the individuals. You would never consider sending Ian Solo on a mission where quiet diplomacy was required, where you'd find

that Princess Leia would be perfect for the job. These character attributes play a major part in the game. You start the game with seven characters, the names of which depend on whether you are playing the Alliance or the Empire. Each of these and the other characters you acquire come equipped with a full

stats sheets so you can check on their strengths and weaknesses, enabling you to use them

Star Wars: Rebellion is a strategy game which is based on the conflict between the Rebel Alliance and the Empire. You choose which side you want to control. In many ways it is similar to Master of Orion and Starl with the overall goal being to conquer the universe. But before you can do that, you're going to need weapons, spaceships and wealth. Fortunately the universe is a big place and there are plenty of planets for you to exploit. The universe in Rebellion is divided into two parts, Core sectors and Outer Rim sectors. Core sector planets are mostly inhabited and developed and can be aligned with the Empire or the

**with its Star
the force.**

The game play is taken up by managing resources, exploring new planets and building a fleet capable of defeating the opposition. The game universe can be set to small, medium or large which will determine the length of the game and the number



Strategy

Min Required	Recommended
Pentium® 90 Mhz 16 MB RAM 4 Mbytes DirectDraw 3 SVGA 4 x EIDEATA 50 MB hard-drive space Win 95 386/486 S	Pentium 166 MMX 32 MB RAM 2 Mbytes DirectDraw 3 SVGA 4 x EIDEATA 150 MB hard-drive space Win 95 Direct 3

Developer: LucasArts

Publisher: LucasArts

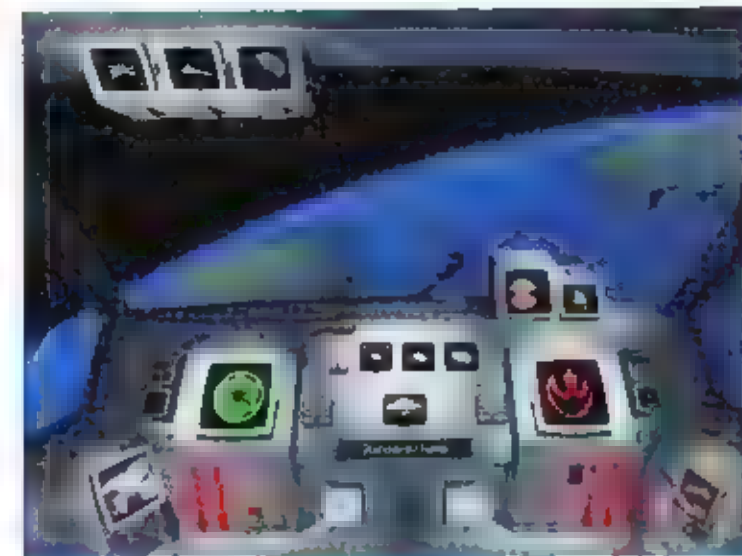
Supplier: Multimedia Warehouse
Tel: (011) 315-4000
RRP: R 299.00

International 
www.jucearts.com

Can LucasArts enter the Strategy arena with its Star Wars theme and survive? Razor finds the force.



Rebellion (cont)



of planets. Before you can expect a planet to wish to meet, to explore or be something, a reconnaissance team. Once you have located the ideal planet you will find

playing the Empire you will be able to add options like assassination and global destruction to your list. The Empire has the advantage of not being equipped with a

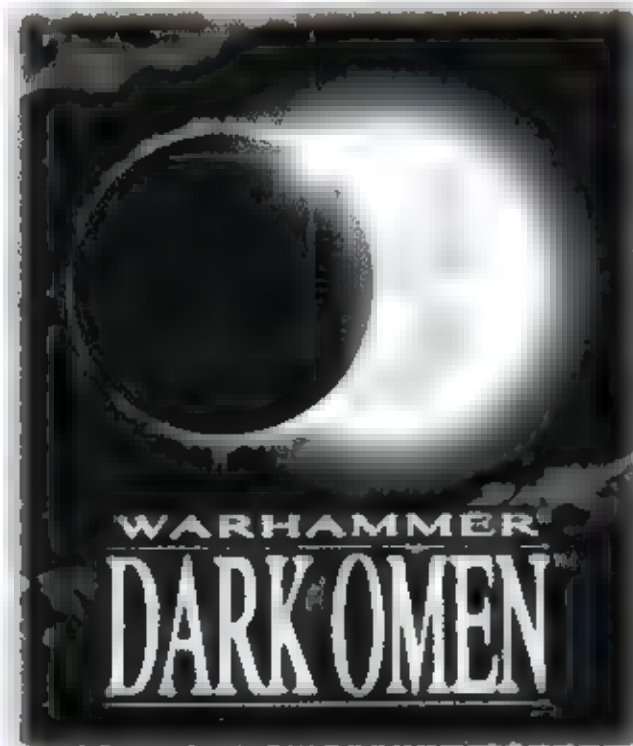
conscience
so you will
be able to
build a
Health Star
and make
use of Dan
Vader's
considerable
skills with
the force
the Alliance
has much
more
diplomati-
cally and
you should
rarely need
to make
military take-
overs of
planets. You
chairman
should be
sufficiently

There is only one way to win the game and that is by occupying the head quarters and capturing two important enemy characters. You are playing the Empire who will need to capture Luke Skywalker and the Alliance leader Mon Mothma as well as seize the hidden Rebel base which can be marked when activated. The Alliance has to hunt Darth Vader and the Empire down and take control of the Imperial Capital on Coruscant. A shorter version of the game is to star a game where you choose only to capture the head quarters and not the characters. Even this can take quite a while and unfortunately there are no short games based on submissions. There is a multiplayer game's option in which you can play out even this can take up to five hours to complete.



Star Wars: Rebellion is certainly not a great game: it has many flaws, the most noticeable and annoying of which is its awkward interface where you will spend many hundreds of mouse clicks hunting for the information you need. Unfortunately there are no virtual screens and although you can assign a hot to automate certain functions it is still a bit of a nuisance. Where the game does score is in its creative use of the characters and you should have plenty of fun sending Han Solo and Princess Leia out on missions and wondering about their success while you have to stay behind to manage the building of your new base.

[illegible]



threat to peace. If that's not bad enough, in the South an ancient evil has awoken to raise an army of undead against the lands of men. Battle them and united once to face the new foe—the lands are



Combat Strategy

Min Required	Recommended
Pentium 120 Mhz 16 MB RAM 2 PCI slots 4 X CDROM 21 MB hard-disk space Win 95 (DirectX 3)	Pentium 166 MMX 32 MB RAM Hi Accelerator 3Dx etc 4 X CDROM 250 MB hard-disk space Win 95 (DirectX 3)

Developer: Electronic Arts

Publisher: Electronic Arts

Supplier: EA Africa
Tel: (011) 807-6551/2
RRP: R 299.00

International Web & Demo Site
www.darkomen.com
Size: 10 Mg

combat strategy games is that it is truly three-dimensional. The landscape has hills and valleys which you can use to your advantage by placing your archers in a hill—any the enemy you give them a better range and a better line of sight. Often the

battlefield will have trees and other natural cover. If you can use this to hide your troops from the enemy, you will be able to defeat a more powerful troop obviously. The same applies to you and you should make sure that you don't get caught in the same way.

The game view is oblique (3D) but rather than a static viewpoint you can freely rotate the world and zoom in to an individual regiment while this is a neat feature and allows you to fully appreciate the fantastic graphics it is not that useful during combat where you need to have a view of the entire battlefield. Having said that the interface is very well designed and you will be able to follow your troops every where even if they are hiding under trees or behind a hill.

The game controls are very easy in fact I found them

a little too simple. The only commands you have available are a move command and an attack command. Each regiment has their colours flying above them that you click on to select. To have regiments to deploy to another part of the battlefield select their standard and click where you want them and off they'll march. If you want them to attack another regiment click on the enemy standard and the cursor changes to a sword and your regiment will attack or if they are missile troops you can select the arrow from the control panel. The only real problem I found was that sometimes I had the wrong regiment selected and ended up giving order to the wrong soldiers sometimes with catastrophic consequences. When a regiment is selected their standard changes colour from green to white. This is normally quite obvious but often during the heat of battle you might miss a click and not notice

Dark Omen (cont)



or the troop you want to issue order to is how freeing it is engaged in battle and cannot be disturbed. One ingenious feature is that if a regiment is not in view in the edit window their standard is still visible along the edge of the screen. This makes it very easy to call up troops and issue orders to troops without having to scroll around the battlefield trying to find them. Regiments are complete units and you fight as a whole rather than as individuals. You begin the first campaign with a cavalry regiment, infantry, archers, a cannon crew and a wizard. Part of the battlefield has a marquee where you can place your troops before the battle begins. Once you are joined in battle you will be able to move your regiments freely with the exception of your cannon crew who have to stay in

one place for the duration of the battle. You will need to make sure that the location for your cannon crew is elevated if possible and what ever you do don't march any troops too close to the front of the cannon if they are firing as you will end up shooting your own



soldiers. The same applies to archers and your mage if he uses a fireball spell. Once you have attacked an enemy regiment there's not much you can do except send additional troops to help although you can encourage them by boosting their moral from the control panel. Cannon, archers and your mage need protection from enemy regiments who will target them whenever possible.

As you progress through the game your troops will gain experience and might enter if you lose soldiers during a battle you will be able to recruit additional soldiers for a cost before the next one. After you have completed a battle you will usually end up finding gold and even magic items such as an enchanted shield or banner of courage. Using these items during a battle can be of great help but if you are short of cash you might need to sell them in

order to replenish your troops. Don't be too heroic during the early campaigns as you take your surviving troops into each new encounter. Each battle you face is quite different. There are night attacks in small villages, ambushes in exposed countryside and attacks on castles to keep you occupied. Although there is multiplayer support it isn't head to head.

What I enjoyed most about Dark Omen was its original approach to a fairly well used genre. War games have been around for many years and I think that with the use of 3D graphics they should become a lot more popular. In these games you are sick and tired of having to grow potatoes or dig for gold just in order to have a good scrap but who still wants a real challenge with all the action and strategy you could ever want. Then I can heartily recommend Dark Omen.

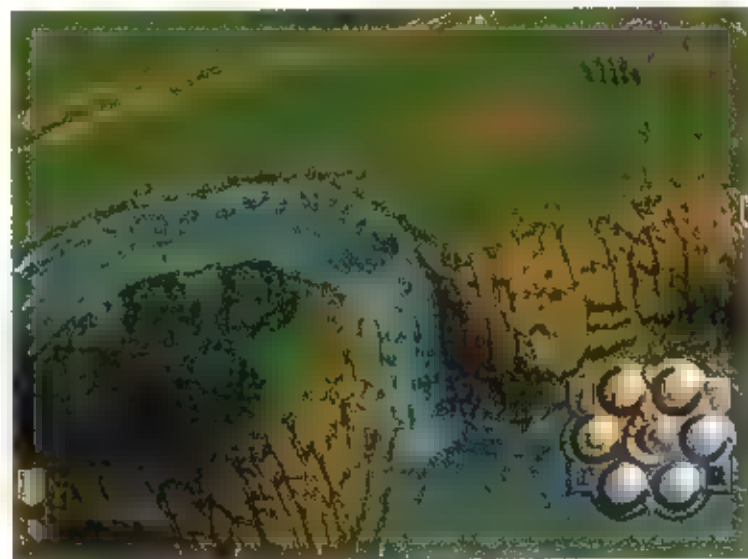


When there is no place to run JUMP!

'What I enjoyed most about Dark Omen was its original approach to a fairly well used genre'

Although Dark Omen is not something like Warcraft II without the resource management and is more focused on the combat. The game is set in the fantasy world of Warhammer which has been the subject of a role playing board game for many years. In the game you play the role of Commander Bernhardt, the leader of a mercenary army known as the Grudgebringers. It is your task to rid the world of an evil race of undead beings. The story line in Dark Omen is strong and quite complex considering it's a computer game. After each campaign there is usually some sort of dialog between the commander, his mentor, Klaus and various characters that you might come across in your travels through the Warhammer Empire.

The world of Warhammer is inhabited by many races other than Men. There are Dwarfs, Elves and Halflings who are considered friendly and are often there to help out during a battle. There are also more unpleasant creatures such as Orcs, Skaven and hosts of monsters that are a constant



The Mexican cliff divers would find joy in this scenario

Dark Omen breathes new life into a well used genre. 3D graphics bring life to the fantastic backgrounds and surroundings. Simple interface with limited options helps to counter the excellent AI that Dark Omen has. A campaign editor would have rounded off the full value that this product should have reached.

www.darkomen.com

Overall Rating

Dark Omen: A Campaign Editor would have rounded off the full value that this product should have reached.

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StarCraft is a classic tale of three alien races that, by means of their individual philosophies and predetermined destinies, end up in the same region of space together, at the wrong time. Three divergent cultures - each as different in their appearance and technology as they are in their reasons for being there. One race is intent on the total annihilation of all life, another is just trying to survive its own bloody internal civil wars and the third race watches from above as self-proclaimed protectors. The stage is set and it's going to get messy (just the way interstellar war was meant to be really).

Finally StarCraft has arrived. Where has it been all this time? Well the official excuse had something to do with play testing and balancing the different aspects of the game so that all races could

with humanity. The human race had something the Zerg wanted and the Zerg go about getting what they want with one strict policy.

assimilation followed closely by total eradication. The Protoss, only wanting to do good (and driven by their own fears of the Zerg), decided to remove all traces of Zerg from the universe. So begins the biggest battle this galaxy will see.

Each race is completely unique in every way and the only common denominator are the resources each race needs to plunder to survive. Minerals



Strategy

Min Required	Recommended
Pentium 90 Mhz 16 MB RAM Local Bus VGA 2 X CDROM 60 MB hard-drive space Microsoft Easy Mouse Win 95 (DirectX 5)	Pentium 166 Mhz 32 MB RAM 3 PCI VGA 12 X CDROM 60 MB hard-drive space Microsoft Comp Mouse Win 95 (DirectX 5.2)
Developer	Blizzard Ent
Publisher	Blizzard Ent
Supplier	EA Africa Tel: (011) 807-6551/2
RRP	R 299 00
International Web Site www.blizzard.com	

STARCRRAFT

fight each other fair and square. This 'balancing' concept seems a little thin on the surface though. I suspect that if any alien race actually got from their planet to ours and attacked at midday, we'd be roasted and served as light snacks before dinner. To try and convey the scope of the hype surrounding this game could take another whole article anyway, so we'll just ignore all that and concentrate on the actual game (Soll).

Humans - The long and hard
primordial soup made with
wrong ingredients.

The manual goes to great lengths to set the scene considering I hadn't picked up the manual until about half way into the game. I missed some of the significance a few of the missions had to the overall story. The tale all begins with a colony of human misfits accidentally abandoned on the other side of the galaxy. This amazingly adaptable race of creatures managed to salvage what was left of their battered space vessels. After some time a few thriving but feudal colonies were established. As normal with the human race no one can ever just get on and their new history became peppered with conflicts, eventually ending in a terrible nuclear strike. While all this was going on another race, the Zerg, were on a crash course

**'At the end of the day it's down to fun
StarCraft is easy to play and hard
to put down.'**



Normally not a common sight with Zerg attacking Protoss.

The Terrans

Deeply in love with their own technology and possessing an uncanny knack for surrounding themselves with mechanised armour, the Terran forces are a formidable foe. Using Space Construction Vehicles to build buildings and gather resources, the Terrans are highly mobile and some of their buildings can actually take-off and land in greener pastures when things heat up. With the Terrans, everything is built using specific buildings. The drawback here is the fact that the troops and vehicles need a constant supply of food, fuel and spare parts so supply depots need to be built to supply the growing army. The sharpest looking unit the Terrans have is the Goliath a.k.a. CD209 from Rollescop.

The Zerg

If you've seen any of the Alien movies you'll know what a Zerg looks like - they inspire the same sort of swarming insect terror that had the marines running around in the movie, high on panic. The individual Zerg are collectively controlled by Overlords who are controlled by the Overmind (think bees and ants here). The Zerg can regenerate and heal themselves almost right back from the grave. Another interesting talent of the Zerg is the ability to burrow into the ground - this is useful for providing an uninterrupted period for regeneration, this ability is also good for setting up nasty ambushes. The Zerg's base is restricted by a living carpet of organic matter called 'the creep' - nothing can be created in the Zerg base unless it's on the creep. There is also no building of

Starcraft (cont)



The Zerg had me running for the Doom bug spray when first encountered.

anything, the Zerg have larvae which are produced in the hatchery. These larvae are metamorphic and can change into different Zerg species. The most useful Zerg mutation is the Drone. The Drones also 'grow' into the various Zerg structures; effectively there is nothing metallic about these guys. The nastiest Zerg you'll ever see is the Ultralisk, armed with two huge bone-like scythes capable of tearing through almost any substance. If you see one - RUN.

The Protoss

This 'upper class' alien race consider themselves to be the most powerful race in the known galaxy. They have highly advanced technology and powerful psionic abilities. The Protoss have energy shields which need to be shattered before any actual harm can be done to them. They have no regenerative capabilities and once a building is damaged, that's the way it stays. The Protoss never construct buildings anywhere - they have them warped in. The Protoss also rely heavily on a Psionic energy matrix emanating from their home planet. They must control pulses flowing into this energy and much like the Zerg's creep and the Terran's supply depots this is the dependency the Protoss have to live with. The Protoss is a fun race to play because they have nice toys and other unique abilities. Due to all the quirks of this race it makes them the hardest to master when playing multiplayer games with different races. The Weaver has to be the best toy the Protoss have - a huge mechanical beetle that can produce smaller robotic drones

pulled all the creative cards out of this production and let the designers go wild. You get to play roughly ten missions from each race, just recommendation is that you begin with the Zerg first and work your way onto the Zerg and finally the Protoss.



Jacked up and good to go against my neighbour.

Following the manual was an important for two reasons: one was being story continuity and history the Terran game more familiar (I'm not sure if it's a barracks to get a Marauder, instead using a Hatchery to create a Zergling, huh? Veteran gamers will be able to jump right into any mission and play, but for beginners it's always better to start on familiar ground. In this light the manual seems to stomp a little on how you play a real time strategy game and focuses instead on the different races and the story line.

The game interface feels intuitive right from the start, it's familiar territory from the

called 'StarCraft' that only understand one concept: barbarism.

All this and more... It's really hard to believe what you get from one single game. Based on other levels, it's really hard to believe what you get from one single game.

ward go. If you want to group units you draw a box around them like all the other real time strategy games you've ever played. You can set way-points by holding the shift key and issuing orders and you can group units to correspond to number keys (there is, however, a twelve-unit limit to how many you can group at a time). The usual frantic base building and defending elements are, as ever, present. There just doesn't seem to be a way around this build base and attack the enemy formula. Refreshingly enough, every now and then you get to play a mission with an objective and a specific number of units to complete it. These missions add the much-needed variety to this game.

The big question is of course how does it play? Is it fair? Are the different races balanced and the ever important - how's the Artificial Intelligence? To date the game with the best path finding and AI has to be Dungeon Keeper - millions of little imps all running around without once ever bumping heads in those dark caverns - you were on the defence from the word go. StarCraft has its moments with regards to AI but most of the time it's a case of they'll only attack if you do. There is always a point in these games when the AI goes

belly up and clearing out the enemy base becomes a simple task. Blizzard has just released a patch, upgrading StarCraft from version 1.0 to 1.1 - the patch includes a few fixes for cheating on Battle.net and a few artificial intelligence tweaks. I was going to moan about the queuing system but the patch fixes that so we'll just forget about it.

Free Lunch

There are two big free extras included with the game, Battle.net and the campaign editor. Battle.net, besides the usual multiplayer options, is a network of Internet multiplayer servers. You will find, at any point, about a thousand people to play against online. It's a pity these servers are located overseas - the ping does suck.

but I managed to play three games over a period of three nights without any real problems other than a few slow-downs. The other program inclusion is the campaign editor. This utility allows you to create your own maps and even design introductions to each of your levels. There is a simple, yet effective set of conditions you can set-up on each map that will trigger different events. This should create an interesting campaign building frenzy on the Internet.

Could this be the best Real Time Strategy game ever?

StarCraft is good although there are a few things you need to know before



If all else fails, Nuke them all.

warping over and spending your own personal resources. The first bone of contention is the fact that Terran forces the buildings are all the same, they don't have any unique selling points to speak of and there is always a moment of doubt as to which building is the Barracks and which one is the factory. But it's not that bad, really it just seems as if all the creative

energy went into the design of the Zerg and Protoss which more than makes up for this slight nag. The music also needs a little help, compared to Red Alert and I will make the comparison here. It's very average. Listening FM and the music just sounds very insipid compared to the sound effects, but it never detracts from the game and you can always play the Red Alert soundtrack on your sound system instead. For those of you who have played any of the previous

RTS games like the brilliant Total Annihilation, StarCraft has nothing new to offer when it comes to raw technology such as 3D maps and units, the StarCraft engine does allow for one level up terrain height. These all aside, and they aren't really anything to knock, Blizzard has kept a winning formula that should never be messed with. StarCraft is simple to use and fun to play, what more could you ever ask for?

It's only after surviving yet another attack by the unsettling Zerg do you realise just how far games have come. I still remember playing Dune II on the Amiga and thinking this was the greatest thing ever! There is a race on to produce the best real time strategy since Red Alert, few have come close and a couple such as Total Annihilation have even perhaps beaten it with their advanced technology and 3D terrain. End of the day it's down to fun. StarCraft is easy to play and hard to put down, this simple combination scores it a big mark and leaves a trail others will have to follow.



Blizzard's Starcraft is instantly familiar for anyone who has played a recent real time strategy game. 3 Unique Races to play with an intricate storyline. Battle.net provides hours of endless multiplayer matches over the Internet. The race are well balanced for multiplayer games. Starcraft will become a classic in due time...



www.blizzard.com



OVERALL
RATING



RESIDENT EVIL 2

IF THE SUSPENSE DOESN'T KILL YOU,
SOMETHING ELSE WILL.



ONLY FOR OVER-18 PERSONS
18



IT'S ONLY A GAME, ISN'T IT?

www.playstation.co.za



Role Playing Game

Min Required	Recommended
Intel Pentium 90 Mhz 16 MB RAM PCI SVGA or VESA 2 X 16mb 50 MB hard-drive space Win 95 DirectX 1	Pentium 166 MMX 32 MB RAM 2 ing PCI SVGA 4 X 16mb 30 MB hard-drive space Win 95 DirectX 1

Developer: Interplay

Publisher: Interplay

Supplier: EA Africa
Tel: (011) 807-6551/2
RRP: R 299.00

International Web & Demo Site
www.interplay.com
www.gamesdomain.co.za

Interplay brings gamers the highly acclaimed post-apocalyptic roleplaying game Fallout. I have to say that Fallout definitely deserves all the hype it's getting, being one of the few roleplaying games in the last year. Fallout ranks up top on my list of unique stories, offering gamers something different to the all too familiar fantasy genre.

World War III ended with all out nuclear war, killing millions of citizens and leaving the rest to survive the following nuclear winter. Creatures exposed to radiation during the crisis have mutated and grown in size and ferocity making areas dangerous to those that are left.



The average 10 of the local folk can be counted on one hand.

Fallout

'Fallout is probably one of the best RPG games I have played'

equipped. A series of nuclear shelters were built by Vault-Tec to house hundreds of people and keep the human race going. Your character is one of the fortunate ones that were able to buy safety in Vault 13 and he saved from Armageddon's aftermath. The period after a nuclear war is called 'Fallout' where graduated particles keep dropping down from the atmosphere. This process can take days to years depending on how big the nuclear explosion was. The unfortunate news is that the vault 13 water chip, used to filter water, has broken and the task of replacing it has fallen on your character's shoulders. Supplied with a knife, a gun of the mini pistol and your Pip-Boy you venture out into the unknown discovering things all over again.



This gives new meaning to brightening up the home.

also the usual attributes like age and sex. The skills range from lockpicking to tumbling, mostly what you would expect to find in a RPG, but it gets interesting once you get to the trials. Here you get some weird and funny stuff like fixed the initial romance. Bloody mess and Kamikaze. I chose fixed just to see what exactly would happen. My character went from a graceful gunman to a tumbling idiot that messes half the time. Now this may sound bad but any opponents close to you suffer the same fate and it can be quite funny at times.

After the character is created you are immersed in a world where water is precious and giant crocodiles roam the desert. From here you go gallivanting across your mini map of the world, discovering, trying new communities with their own rules and regulations. Unlike an adventure game in an RPG game you can talk to almost anybody making the world quite diverse. The only problem is finding the right people who will give you mini-quests to do, so being trigger-happy with everyone you meet is not a good idea. I found that out the hard way, shooting a

Fallout (cont)

person early on that could have been useful near the end of the game just to make a point. I eventually ended up in a little town called Junktown and gave a roaming dog some meat to eat. He actually followed me for the better part of Fallout and assisted me in combat. I found this to be a nice touch to the game and caught me a little of guard.

Once you encounter some hostile men or creatures a turn based fighting system comes in to play. From here you can only shoot so many shots a turn or move a certain distance. I am not a lover of turn based fighting preferring real time, but I have to admit the turn based system works quite well in Fallout. Battles aren't as drawn out as I expected them to be. Even though the turn based system works great, in my humble opinion real-time combat would have been better.

The graphics engine in Fallout reminds me of Diablo and the old DOS game Crusader. Since I played Diablo III early hours of the morning, I didn't help but love Fallout's graphic engine. Players have the same 3rd person isometric view of the environment. The developers used a



scrolling pre-rendered background scene to represent the desert world you find yourself in. The animations of main characters in Fallout are some of the most realistic rendered

people I have seen in any game. Facial muscles move realistically as they speak unlike some other games where just the mouth moves and the rest of the face stays static. I just wish they did more with main

characters. have speech and animations. With the rest of the population you are stuck with loading text boxes and a static portrait display of their looks.

Fallout is far from perfect and the lack of some features can be downright annoying at times. A more USA



As we progress through time the rugged outfits change drastically.

For only mention we can avoid have been welcome. Having all your items in one long scrolling list is not a great thing with me. In the later stages of the game it can become a mission finding something in your inventory. I would have liked an inventory system with a scroll speed control, a hot bar for about 10 items. Transferring items to other containers can be a real pain in the butt. To transfer items you use a square button with an up and down arrow next to it which doesn't speed up the longer you hold one of the arrow buttons. I have to believe me after transferring 10 items a couple of times you're ready to smash your mouse against a wall. It's not that bad.

Fallout is probably one of the best RPG games I have played even if it needs some work on the inventory, speech and animations. Definitely a must buy especially if you love post-apocalyptic stories. If you already played Fallout and enjoyed it, good news, Fallout II is on the way. The sequel will include a vehicle system where you can go racing over half a continent to find clues and pick fights.



Urrgg, excuse me. Just had a pie from the corner shop.

Best Roleplaying Game

best game released in this genre over the last year. The story is fresh and unique while gamifying is similar to Diablo. The cumbersome inventory system doesn't take too much away from the enjoyment and the gameplay more than makes up for it. Definitely a game for any RPG fan.

www.interplay.com

None

Overall Rating: 85

2.5 stars

1.5 stars

1 star

0.5 stars

0 stars

Flight Simulation

Min Required	Recommended
Pentium 166 MMX 16 MB RAM 2 mb SVGA 4 X CDROM 75 MB hard-drive space Win 95 (DirectX 5) Win 95 Comp Joystick	Pentium 200 MMX 32 MB RAM 10 Accelerator 100k etc 4 X CDROM 660 MB hard-drive space Win 95 (DirectX 5) Win 95 Comp Joystick

Developer: Janes

Publisher: Electronic Arts

Supplier: EA Africa
Tel: (011) 792-7019
RRP: R 299.00

International Site
www.janes.ea.com

Jane's F-15 simulates the flight dynamics, avionics and weapons systems of the undisputed current world champion of Air Combat. With a confirmed kill rate of 0.3, 0.1 makes Mike Tyson look like a real loser. Since it became operational in February 1979 it has not lost a fight and you will fly it in missions that really happened during Operation Desert Storm. Feeling lucky?

This is a monster program. At 550 MB it knows people who just couldn't fit it on their hard drives.

When you open the box you'll find two books. One thin, casual, Play Guide and

Flight Manual. Jane's is the secret of this game's success. I know you will select the Expert mode of play, select a mission you believe to be easy like

F-15



straffing parked planes on a runway and blast off into the wild blue yonder. You'll go all quaver about the graphics if you have a P233 plus a Windows Two 3D card and the tank at the

Rail* into your deaf ears and you will die in a beautifully animated explosion. If you are a stupid person you will do this several times.

If you are clever you will do one of two things.

A) Play in casual mode. Enjoy a great flying experience, an easy to master interface, a great flight model and good Artificial Intelligence.

B) Make coffee, and sit in front of your

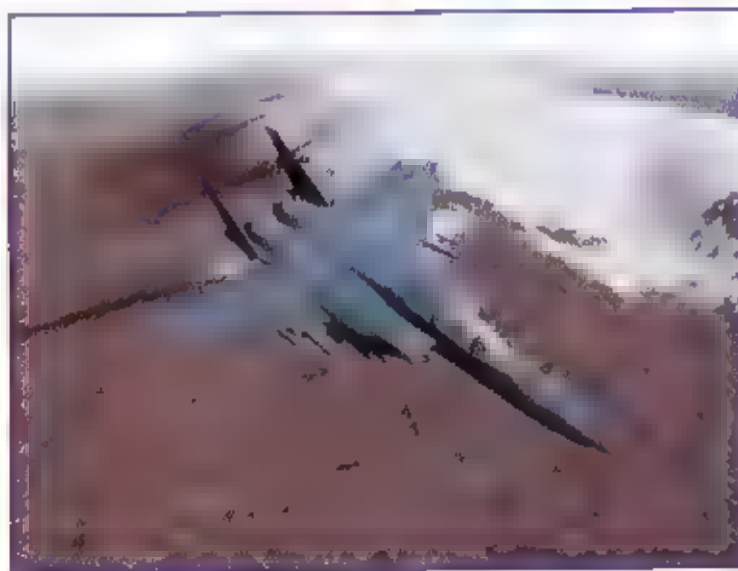
Instruments

Your clock will mouse on all the pretty buttons and 'Wu' in the way they work even

though you have no idea who they do. An insistent female voice will warn you 'Abdullah' and you will vomit back on your stick at which she will yell 'Over G' while you and you Wizzo black out and vomit in your oxygen masks. Now that the two of you are fast asleep at around 29 g, she will yell 'Waw'



Oops! Did I touch that nuke button by mistake?



F-15 offers superb scenery as can be seen with this screenshot

Flight Simulation Comparison (cont)



computer for a long time learning how to be a good F-15 pilot or back seat Weapons System Officer. WSO pronounced Wizzo—and then try again with a very gentle hand. If you get it right you'll be enjoying the best Combat Simulation have ever spent time on, (including a real F-15 simulator at McConnell AFB, ANG Kansas 154).

F-15 also offers plenty of

training missions to improve your skill level prior to, and during your campaigns. You have a choice of two Desert Storm against Iraq, and a hypothetical action against Iraq in 2002. Both these campaigns are very professional as living a combat mission in 'real time' can take well over two hours. If you want instant action, here is a very detailed mission builder which should extend the life of the game.

OVERALL RATING

89

www.janes.ea.com

FEATURES

- "FIS from Janes" offers exceptional realism and a historical campaign based on Operation Desert Storm.
- Feel like a warrior as you break the sound barrier.
- Easy and Expert modes make the game accessible to casual and hardcore players.
- Missions can be long or short.

SYSTEM REQUIREMENTS

- Pentium 166 MMX
- 16 MB RAM
- 2 MB SVGA
- 4 X CD-ROM
- 75 MB hard-drive space
- Win 95 (DirectX 5)
- Win 95 Comp Joystick

MISSIONS

- Included Realism
- Historical Campaign
- Easy/Expert Mode
- Missions Too Long - High Requirements

TONYO'S IN-BETWEEN-ER

Both DID's F-22 and Jane's F-15 offer reference guides to both allies and adversaries. The former comes in book form and the latter as part of II's interface. Both offer Multiplayer on network, LAN and Internet and both will either make you upgrade, lose your girlfriend, or both. Do you know the difference between being involved and being committed? It's Bacon and Egg. The chickens involved, but the pig is committed! Before you make the decision about which one of these aircraft will be hangared on your hard drive, you'll have to ask yourself that question.

Flight Simulation

Min Required	Recommended
Pentium 133 Mhz 16 MB RAM 1 mb SVGA 4 X CDROM 70 MB hard-drive space Win 95 (DirectX 5) MS Comp Mouse	Pentium 200 Mhz 32 MB RAM 10 Accelerator 100k etc 4 X CDROM 200 MB hard-drive space Win 95 (DirectX 5) MS Comp Mouse

Developer: DID

Publisher: DID

Supplier: PCM / Datatec
Tel: (011) 233-1074
RRP: R 299.00

International Web Site
www.did.com

F-22 Air Dominance Fighter is DID's follow-up to growing trend to simulate what is not yet here.

Only two F-22s (Prototype A1) have been built and one was involved in a crash at Edwards AFB in April 1992. Not a great record. The plane is only due to enter service in 2004, unless budget cuts and/or development problems delay its production. Now that we've established that A1 is

impossible real as X-Wing is the fighter, let's talk about the game.

If you're a graphics nut, you will have been impressed by



DID's F-2200 (last year's F-22) continues this tradition with standard support for 3D graphics accelerator cards. All that cool stuff like transparent cloud layers, fog and haze effects and much better explosions are there, with a vastly improved frame rate in SVGA 16-bit colour.

Once into the game interface go to



Flight Simulation F-15 vs F-22 (cont)

Quick Combat. Here you'll fly your baby for the first time. The flight model is very neutral with almost no poor handling characteristics worth mentioning apart from a tendency to fishail a bit around 200 KIAS. This seems a bit out of character and may just be there to make it tough on us armchair pilots trying to land in our lounges. (And they think an Aircraft Carrier is small!) Although this is a very arcade style section, it will introduce you to all the controls and views without you flying for 45 minutes and being shot down by a Mig you never knew was there. After an hour or so (if you're good say goodbye to your friends for five hours plus...) you may want to enter the Simulator. This is your training ground for at least the next 1000 hours unless the idea of being chewed up by SAMs and digested by A-1 appeals to you.

Here you will learn the basics of combat: How to use radar (AIM-120 AMRAM) guided and heat seeking (AIM-9L

them a smack! There are three scenarios and while they are not all linear they are very short at ten missions each. DID is renowned for releasing add-on's however and included in the box is an ad for the 'Red Sea Operations: Official Tour of Duty' expansion CD. These missions are tough. Although I question the integrity of this being an F-22 simulation, I have no doubt that it sticks real close to current military procedure and tactics.

If you're tired of all his
yank and bank, I have
some good

Sidewinder missiles, gun combat in flight (relating to ACFT) and dealing with engine failure. Among others, spend some time here. It's not all

A, this point you are ready for Tour of duty set in the Middle East only in the next century it plays upon those countless real-life aspirations tensions and fears you can guess what that means. Someone's been naughty and you're doing to give

news for you. You're not limited to the F-22. You get to command the action from an L-3 Sentry Airborne Warning And Control System. (AWACS) Up there in your modified Boeing 707 airplane will a fushee on the roof, you look after the "light control of all the allied aircraft" in your radar view. You'll prioritize threats and direct Combat Air Patrols (CAP) to intercept them. You can even direct Close Air Support (CAS) based on data received from ground commanders or the joint surveillance, targeting and reconnaissance system (JSTARS) aircraft. Now hop into the F-22 of your choice, smoke some under trained and poorly equipped bandit and you're back in your Boeing to watch the news on CNN. If you suffer from megalomania, you'll have on this

Probably I can remember, a motorcycle racing sim, nope that is not etched in my memory. Forgive me if I sound confused, but how can Developers not love the excitement of recreating speed, control and raw power? What there is a copy of *Kodline Racer* in the office give it to me, I want it.

So ends like the next episode of a soapy and almost is if it comes to the fairness of these scarce racing sims in our office. Somehow Redline Racer has slipped into the market fairly quietly bringing me to the realization that the four wheeled variety dominate the racing genre. I had hoped to prove that statement wrong but from the outset

need a CD for each machine come on guys. can somebody please inform Criterion Studios that spawning does work. I recommend you grab a few from the LAN for how

...line
...er



• *Racing Simulation*

Min Required	Recommended
Pentium 450 with 340 Acc. 30 MB RAM 4 X CD-ROM Soundblaster compatible Win 95 / Windows 9x 3MB Accelerator (30MB etc)	Pentium 200 with 30MB 32 MB RAM 4 X CD-ROM 5MB Win 95 / DirectX 5 3MB Accelerator (30MB etc)

Developer: Criterion Studios

Publisher: Ubisoft Ent

Supplier: Multimedia Warehouse
Tel: (011) 315-1000
RRP: R 299.00

International Web & Demo Site
www.ubisoft.com
SA Download
www.gamesdomains.co.za
Size: 9 Mo

Redline Racer

Fast paced arcade action brings exciting racing with 3D graphics.

The speciality of RR comes in the graphics with support for all the major graphic accelerators currently in the market. The domination will spread coming from the iDx stable. Without a doubt RR stands out as the previous incarnation being similar to it, it is the only contender that is a real title. Special lighting effects and streams like the IR challenging back again challenging in a demanding driving conditions.

Starting off can be a bit tedious and easy but let me assure you that things get a bit more difficult. You are well aware with a choice of three bikes (each with pros and advantages and disadvantages). Finding out the main objective of the game was the true adventure though, nowhere does it say what has to be done to progress to other stages of the game. Somehow I managed to stumble upon a pattern and realized that winning each difficulty per track allows you access to more bikes and tracks. This is the basis for Redline Racer.

That leaves you with very little scope and a whole lot of fun. The game thrives on its arcade-style play and had me checking for the coin slot at times. Adrenaline somehow grips you and leaves you sweating with concentration in order to keep that 1st place finish. There is 8-player LAN support with good responses even with the full quota. One annoying bit for that you

with special bonus hikes for completing certain stages that include Sub C, along Sub Ridge, the Rocket Barn, the Dinosaur and more. You will also receive bonus tokens that are distributed spaced around that make for spectacular racing.

Sound effects and mood setting is lacking in RR with the normal tyre screeches and engine revs being the only ear pincches. Even now and then you'll take out a driver resulting in a woman screaming in pain. I did not realize there were so many women superblers.

think Celeron could have upped the tempo by adding some hard rock music to get us in the mood. There is average controller support with definable keys and buttons that allow us to complete the hardware. The hardware is quite basic with a maximum of 2MB with 30% drop in the motherboard 3D card is highly recommended.

to take advantage of the graphics engine and should be number one on your birthday list.

After slipping back and checking over the full production a question comes to mind. Is Redline Racer worth the \$ 300 odd bucks? Well that would depend on what you are looking for in a racer title. If you want tons of stats and realistic driving, then a definite NO is in order. If you after pure unadulterated true arcade racing then hell yEs from the roof tops. In conclusion I had hoped for more from Redline Racer but it suffices in the fun department.



OVERALL RATING

87

ISSUE 2



Sports Simulation

Min Required	Recommended
Pentium 100 MHz 16 MB RAM 30MB PCI SVGA 4.2 CDROM Win Compatible Sound Win 95 (DirectX 3.2)	32 MB RAM 30MB / 32 Accelerator 32 X CDROM 16-MB Sound Card Win 95 (DirectX 3.2)

Developer: EA Sports

Publisher: Electronic Arts

Supplier: EA Africa
Tel: (011) 807-6551/2
RRP: R 299.00

International Web & Demo Site
www.easports.com
SA Download
www.gamesdomain.co.za
Size: 16 Mb

WORLD CUP 98

In this study for five days, we finally persuade our readers to give up the last summer World Cup.

Soccer game. For all those that are not going to the World Cup in France now is your opportunity, with World Cup 98 you can be there.

Being an avid fan of FIFA 96, I was a little skeptical about the closeness of the World Cup 98 release. Incredibly EA have done just what I had hoped for graphically and that was to improve over its predecessor. FIFA 98 was about as good as you could get until now with WC98 offering smoother, better, quicker and more reliable graphics.

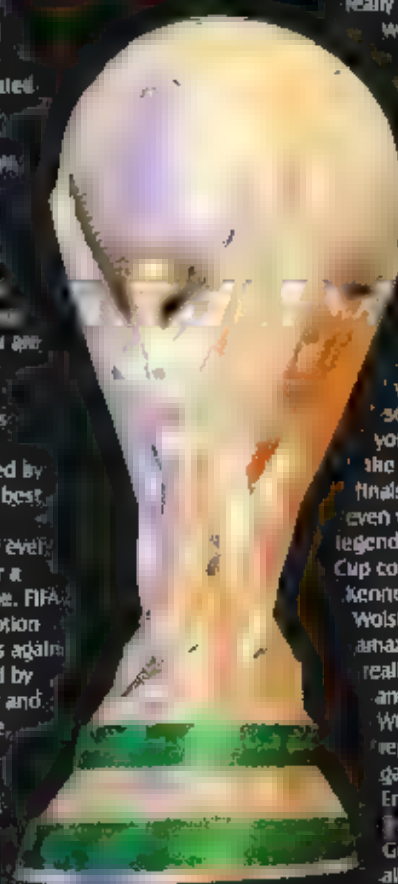
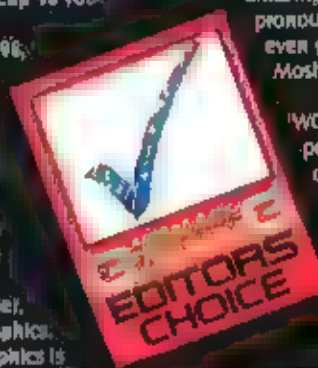
Taking advantage of the graphics is as usual for 3D accelerator owners, but those without will be pleasantly surprised at the standard of the non-accelerated graphics. Animations of the players are superb and incredibly lifelike, right down to the celebrations and disappointments displayed by the players. The game scrolls across 16 multiple camera angles with TV like

commentary. Humorous and educational responses flow out of your speakers with amazing realism. Players' names are pronounced clearly and correctly, even getting names such as Moshoeu right.

One of the best aspects of WC98 comes from the well-presented interface that entertains you with excellent music and cut scenes of the flavour of the World Cup. I did find the selection buttons a little difficult to differentiate from but after a while you get the hang of them.

Now what makes WC98 really special is the wonderful array of extras that polish it off. Winning the World Cup can be considered a bonus but not for SA. Once you

finish this feat you are rewarded with a classic section offering you 6 games of the World Cup finals of yesteryear even with the legendary 1966 World Cup commentary. Kenneth Wolstenholme. It's amazing at the realism and ambience set by WC98 at reproducing the games such as England's 1966 4-2 victory over Germany, and allows you to play



If only we could only see this in two months time on MNETP

World Cup 98 (cont)



With those characters of the day. History can be repeated or changed at the touch of a controller button. EA have even changed the dress, look and playing style to the era you are playing in to give you the feel of the times.

The biggest disappointment of FIFA 98 was the average AI of the computer and the goalkeepers in general. Well not with WC98. The AI has been improved tremendously to step up the playability and continuity of the game. The goalkeepers are the most improved and react to situation with adept intelligence that rivals today's world class keepers. Crosses are snatched out of the air and one on one's are closed down continually having you wondering whether scoring against these keepers is actually possible. What does this do for the game, everything. You are pitted against a computer that has to be beaten rather than it beating itself. You get all the in-game features including own goals, classic overhead kicks, spectacular saves, one touch passing and cards and even the pass back rule.

A thorn in games of this genre's side comes from the control, which can be difficult to get right. WC98 has overcome the problems by applying responsive and simple controls that are complimented by using a 4-button controller, but the keyboard is ample if you lack the hardware. Players turn and dribble



Algeria, Brazil, Mexico, England come on stage where is the competition. (Game 1/4)



The moment of truth comes when SA plays that first match against France.

at the touch, making those moves easier to perform. If you watch the team players and see a white star around him, you are able to complete a special one-touch move. If you respond to the pass. This allows for less button pushing and more antics on the field, which adds to the overall playability of the game.

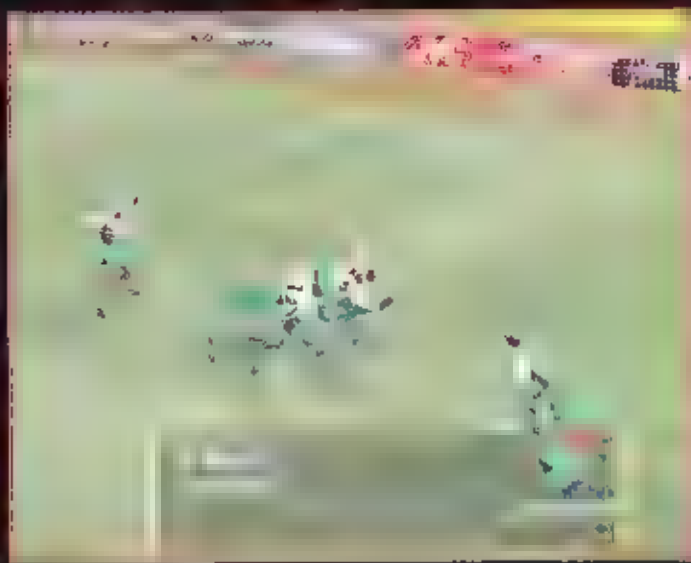
The strategic element of WC98 is similar to FIFA 98 but with more selections and options available. You are able to control the full strategic role of the coach or to select the computer as the head honcho. These elements are made up of team selections, starting line-ups, playing formations and substitutions. You are also given a full range of options pertaining to the gameplay such as fatigue, injuries, referee strictness, weather conditions, amount of substitutions and much more. A special mention must be made about the three difficulty settings. Amateur allows you a chance of winning the World Cup. Professional gives you hope of winning the World Cup and World Class lets you dream of winning the World Cup. If you ever win the cup at World Class level give me a buzz. I would like to be your Manager. No stone has been unturned by EA to bring you the ultimate realism and pressure of the World Cup.

As South Africa's we can be proud of Bafana Bafana's full inclusion of current players, kits and controversial stuff eating (they think we are pretty good). One of the more helpful features for South Africa is the Handicap System that gives you an opportunity to play in the World Cup against the favourites without being totally annihilated.

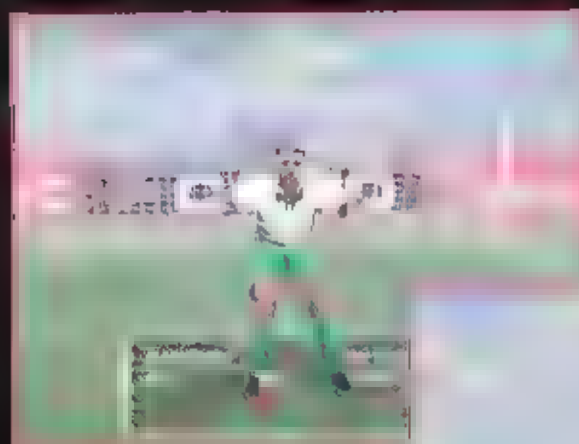




The Italian have a knack of finding their portraits on magazine pages



A superb recreation of the rugby ball.



the questions asked. For example, as South Africa, you are asked who South Africa beat in the 1996 African Cup of Nations Final (Where's that buzzer). The answers are normally given at halftime or after the game within the match stats box, so look out for them.

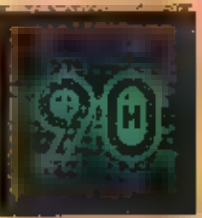
World Cup 98 can only be described as the best all-round football game ever released. The everlasting Actua Soccer 2 (which I enjoyed tremendously) can only watch in one of the standards now set by this wonderful production. All future games in this genre must now rethink their strategy because you would have to almost put bolts on my feet and position me in the centre of the St Dennis stadium to compete against WC98.

This game is not only for the lovers of football and sports games, but for lovers of computer games. (Am I finally finished this review? Yes, I've run out of space even though I could go on another 250M or so words) Let me get back to my semi-final berth against Argentina, it should be quite bruising if I remember my last encounter. VIVA, Bafana Bafana.

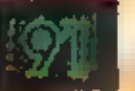
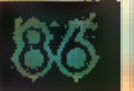
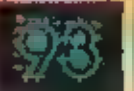
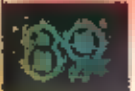
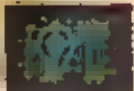


Being the official game of the World Cup doesn't come easy but EA have done this competition proud. The spectacle of the World Cup has been thoroughly entertained by FMV video clips, mascot antics, historical information and the highly interesting Trivia section that has you looking for the buzzer to shake your answer. I found that the country that you choose to play the World Cup with would dictate

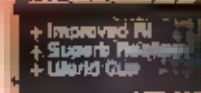
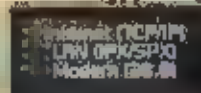
OVERALL
RATING



Superb graphics and ultimate realism put together the soccer life of the year so far. EA have justified FIFA's decision by showing the fanaticism and love of the game. Improved AI and commentary make World Cup 98 to the next level. World Cup 98 is full of surprises which will keep you entertained for a very long time. A great all round performance by EA.



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REVIEWS UNDER FIRE

I am recovering from a long session on the caving range after being hyped into his golfing groove by The Masters. Disappointingly Empire didn't win but he eclipsed Tiger for number one on the world rankings. Which brings me to the task at hand of reviewing The Golf Pro from EA Africa.

With the large number of golf games hitting our shores of late, it was only a matter of time until Gary Player put out his Black Knight would jump on the bandwagon. With all the greats putting pun-fest their names

Gary Player helps us bash the little ball around this superb golf game.

in and some of the best golfing games. It made it all the more important that Gary's involvement in it is genuine. By now I have read you that succeeding is Gary Player's middle name and the golf pro is another aspect of the longevity of simulation.

The Golf Pro is not only a golf game but also a tutorial on the physics and depth of a golf ball. He it had stars up's filled with tips and facts on how to play with the unique MouseDrive that nowadays is the standard mechanism of choice. The depth tutorial is the how Gary once privileged to witness and Gary did eternal master as helped by better. The game is superb at explaining the usefulness of the Mouse and the swing in this game.

The game itself can be described as



I don't normally end up on the fringe, the rough is more my preference

Sports Sim (Golf)

Peripherals 90 MHz
10 MB RAM
1 MB PCI SVGA
2 X CDROM
40 MB hard drive space
Mouse & Sound Card
Win 95

Peripherals 133
32 MB RAM
1 MB PCI SVGA
12 X CDROM
270 MB hard drive space
Mouse & 10-RII Sound
Win 95

Empire Sports

Empire Sports

EA Africa

Tel: (011) 807-6551/2

R 299.00

www.mousedrive.com

www.gamedomain.co.za

57 Mb



the true golf simulation to all aspects of golf. No stone has been left unturned in the quest for creating a simulation true to the physics and wonder of this truly wonderful game. Certainly, his game has few competitors except the

Eight if a member travels in on a golf club you have a setting to allow you to control the size of the ball to add to the realism. And a major bonus though, will the ball dynamics true and only it to the ball.

Setting the pond for a once of golf has never been a priority in these games of game but special time can also be said of the additional African sounds that Gary Player may have added for that African feel. The roots of this true master can be seen in South Africa, the remote address of the setting and insects and sound effects normally associated with the African landscape.

The actual gameplay in the Golf Pro is excellent which makes the game a true winner. The MouseDrive

One for the South African's

Spring Jack Nicklaus and the eternal links is. There are few surprises in this departure with realistic views and settings a wonder to behold. The only gripe I have with the graphics is the size of the ball in

mechanism. The ball control is good and will have the traditional swing meter. I was up in arms. I know, was. I have never used the mouse and was pleasantly surprised at the ease of use and realism of the swing. If you are to simulate the swing then this patented control from Gary Player and Empire is the only way to go. The game is filled with those controls and touch shots that only the mouse movement can simulate. Drawing and fading the ball at not a click point and reacting shot anymore but a simulated in to out swing and vice versa. This gives the non-golfer and avid fan the chance to learn the dynamics of the golf swing. I especially enjoy the feel on and feel that the chips require and this has helped my game outside my bedroom.

The Golf Pro (cont)



Don't let the celebration fool you, this was my 3rd putt

as well. I could write a book on the physics of the MouseDrive but I can only recommend it to you from Gary himself.

The Golf Pro actually addresses the problem of player positioning and control. Normally, a player would stand in the water or look as if he is standing on a flat surface when positioned on a slope. Not with the Golf Pro which has taken EMV on all the possible scenarios. Now when you have hit the ball up a steep slope the ball will swing awkwardly with his feet above or below the ball.

Golf Pro has multiple camera angles and some pre-set camera for knowing cameras that pop up at certain points on the course. I still prefer the reverse windows, but links and Jack Nicklaus offer because this offers a special view of an

greens extremely difficult.

The Golf Pro has a superb course sampled with the 18 holes designed by Jack Nicklaus and the 18 holes designed by Gary Player himself. The work



The shape of the shot (snap fade) suits my game perfectly

game. I mention that some camera angles are viewed by the camera angles at times and angles especially of the green. I was through via the hole to check out the ball and he asks they do not include the shot in this view which makes viewing

and a ball that went into a hole. The Golf Pro is phenomenal. Experienced simulators were contacted to reproduce the courses and it showed in the game with the exact replication to within 1.5 inches. The reason for only two courses was blamed on the exact fact that Gary and Empire want 10 other simulate courses currently than have more courses not be able to be simulated. I would have rather have had more courses but then I was extremely happy with the courses supplied. One game I have is the CD swap that occurs every time you finish nine holes, which is irritating when you are concentrating in a round.

An interesting addition comes from the MouseDrive system within Golf Pro that as you entering to the fairways in your first shot to drop it as low a handicap as possible. You start off as either a beginner or amateur with high handicaps of either 18 or 22 respectively. You can only become a pro if you play off a score of 10 in 10 in 10 in 10 terms. This is a bit tedious and endurable that makes golf games like sports simulators most games and especially with Golf Pro. Unfortunately there are no multiplayer support modes within the release. I am sure it will be available in a few months.

All in all The Golf Pro has improved the simulation with its realism and the golfing dynamics. The MouseDrive mechanism is a must use in all types of the game and it is just a matter of time before it is the standard against which all other games will be judged. The Golf Pro has done just that. I especially will be playing on the Net and against other opponents before long with more championship courses available. It will definitely become king of the golf sims.

Excellent graphics and a realistic portrayal of the game of golf makes this a contender for the Sports Sim Of The Year. Though lacking in camera and multiplayer features, the MouseDrive control and Handicap system make up for the lack of features. Perfect but for those looking for better than most games.

82

84

84

87

88

www.empire.co.uk

82

84

84

87

88

OVERALL RATING

85

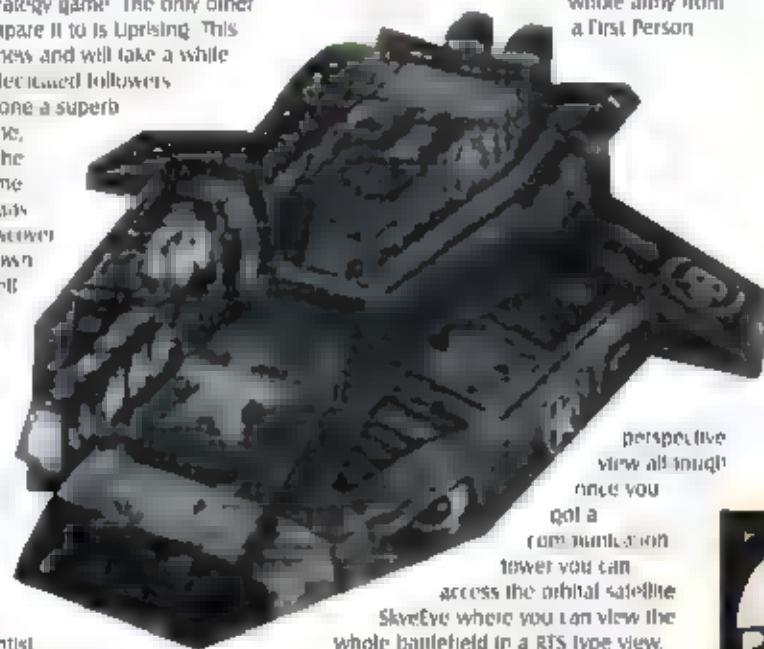
BATTLE ZONE

Battlezone came as something refreshingly new. The best way to describe Battlezone would be to call it action / strategy game. The only other game I can compare it to is Uprising. This genre is brand new and will take a while before it finds dedicated followers. Activision has done a superb job on Battlezone, which is easily the reader at his time.

The Americans and Russians discover a strange unknown bio-metal that fell to earth during a nuclear war in the burning Strait in 1952. A research facility is established in the Nevada desert to further study this bio-metal. Later on in 1958 Scientist discovers that the metal has peculiar properties. It seems that it has some sort of memory and will retain a previous shape and configuration. The making advanced munitions. Making the assumption that the metal was made by sentient beings, President Eisenhower establishes the National Space Defense Force with NASA as a cover and the race for the moon is on. The scientists believe that there are other deposits on planets within our solar system and whoever finds all this metal will win the Cold War. Eventually the Americans establish a base on the darkside of the moon. Unfortunately the Soviets have the same idea and a full out space war begins between the two nations. This is where you come in and save the day for either the Americans or Soviets.

Battlezone offers gamers

the strategy element of RTS games while also giving them the thrill of a First Person Shooter. You build and command your whole army from a First Person



perspective view all though once you got a communication tower you can access the orbital satellite SkyeEye where you can view the whole battlefield in a RTS type view. This is where the problem lies, while



"If you tired of all the Quake rip-offs or the multitude of RTS games being released and in the mood for something different give Battlezone a try."



Eye spy with my little eye something beginning with YOU

Action Strategy

Pentium 166 MMX MHz
16 MB RAM
16 bit PCI SVGA
4 X CDROM
160 MB hard drive space
Win 95 DirectX 3.1

Pentium 200 MMX
32 MB RAM
16 bit PCI SVGA 3Dfx
12 X CDROM
160 MB hard drive space
Win 95 DirectX 3.1

Activision

Publisher: Activision

Supplier: PCM / Datatec
Tel: (011) 233-1074
RRP: R 299.00

international web & Demo Site
www.activision.com
SA Download
www.gamesdomain.co.za
Size 204 Mb

you view the map with the satellite your position is revealed to the enemy making you an easy target. I found it best to play with just the First Person view and use the satellite only when absolutely essential.

Activision included quite an array of units and buildings for this type of game very unit has its strengths and weaknesses usually the more powerful ones are the slowest. Building is done using a command menu that is ever present at the top left of your display. here you build and command all your units and typically spend the most time.

Controlling Battlezone can become a nightmare when your own unit

is on the line while you have to build units and command others around the battlefield. Almost all control is achieved via the keyboard, although you do use the mouse for controlling your own unit. I only wish they gave the option to change the commands of your mouse buttons. I'm use to my Quake 2 configuration where I walk forward with my right button. In Battlezone you walk forward with the W key. It can be quite confusing at times. Other than the small oversight of mouse button configuration commands are laid out very well, offering the player a clear layout that is not too cluttered. Grouping units can also be difficult. I found the satellite view to be too

Battlezone (cont)

undefined, selecting individual units for inclusion in a group was cumbersome because of the low resolution.

In single player you are taken throughout a whole campaign where you visit some of our Solar systems planets on a mission to recover bio metal and keep the enemy at bay. Although single player is fun and entertaining it is pretty much a play and forge feature offering you no re-playability value. Battlezone is squarely aimed at the multiplayer market, offering gamers Internet and local area network support. Lets face it there is nothing that beats whipping a friends butt and getting to brag about it. I have to admit I was on the receiving end most of the time. The game offers you two modes of play deathmatch and strategy. Deathmatch pits you against opponents in a game where you respawn if killed, while a strategy game offers you the chance to totally annihilate your opponent similar to RTS games. I do see this genre attracting some followers but nowhere near



I guess a few trees would be out of the question

the number of RTS and First Person shooter games. The reason simply being that most RTS enthusiasts don't like First Person shooters and vice versa. Very few gamers that I have met actually play both.



The upcoming Voodoo 2 patch will upgrade the graphics to this level

but being one to stay behind technology Activision included support for most hardware 3D accelerators the most important being 3Dfx. Activision used highly detailed textures for their models and it gives the game a more realistic feeling. Battlezone's

special effects aren't that great, now don't get me wrong they are also not bad but I think a little more work should have been done on effects. At the time of writing this Activision already had an enhanced version of Battlezone in the making. The enhanced version will support resolutions of up to 1024x768 and have support for the recently released Voodoo 2 boards and feature dust trails for vehicles as well as a smoke systems. Currently the highest resolution Battlezone will run in is 640x480 since most gamers still only have first generation Voodoo cards. All that Activision is willing

to say is that the patch will be available soon at the time of going to press.

All units give you status reports using a voice communication system. All the voices are clear and easy to hear unlike some games where you struggle to make out a word. As the commander you are informed when units are finished, if they are being attacked and when they are destroyed. Engine and Weapon sounds aren't anything to rave over from what I have seen they are standard effects that sound realistic, and are what I have come to expect from companies like Activision.

If you tired of all the Quake rip-offs or the multitude of RTS games being released and in the mood for something different give Battlezone a try. It will offer you a new experience while keeping you entertained.

If you decide to buy Battlezone note that there is a patch for version 1.01 of Battlezone updating it to version 1.01. A couple of bugs have been fixed generally improving multiplayer matches.

Paul Anderson

Battlezone is the best in the new action/shooter genre. Nine and built into a First Person Perspective. Fully aimed at the multiplayer market. Above average 3D graphics complements this new genre. Submerging you into a space age Cold War. Control can be as complex affecting overall playability.

80 78 79 74 78

www.activision.com

Internet (TCP/IP) LAN IPX/SPX

Multiplay

3D Acceleration
New Experience
No Voodoo2 Support Yet
High System Requirements

Controlling Units Difficult

OVERALL RATING

80

RE-LOAD

MANO LEVEL 1392

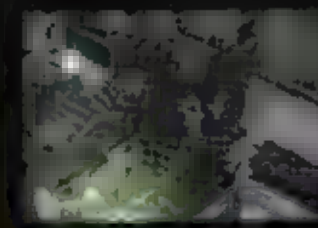


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running down your back.

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When the first Flight Unlimited appeared three years ago, the computer flight-sim

community was stunned. The game boasted stunning visuals, a variety of aircraft with aerobatic capabilities and a flight model based on the real physics of flight rather than a simplistic vector system. The lack of any kind of combat features didn't deter the hundreds of thousands of flying nuts who bought the game to provide their stallions or how a P-51 special attack the sky for fun.

Looking Glass Technologies Flight Unlimited takes the original further. Quite simply it's the best civilian flight simulator available today. It may not have as many missions as Flight Simulator 98 or the Combat Excellence 2, but more than makes up for it with an attention to detail that just has to be experienced.

The devil is in the detail

I first realised the game's polish when I switched on the engines of my Baron. From one of the many outside camera views available, I could watch the propellers kicking over and wobbling realistically as they reached maximum RPM. The sound simulation is just as flawless: switch to an outside view or a fly-past camera and the engine pitch changes accordingly. Switch back inside the cockpit and you're immediately enveloped in the hum of the engine as would hear it in a real cockpit. And it's all about realism. The



I wonder if those helicopter pads can handle this trainer (Mav runway)



Unlimited fun for the flight-sim fan:

thousands of square miles that make up the entire San Francisco Bay area are modelled in minute detail. Right down to every building over 10 stories high, the terrain is beautifully detailed and as accurate as satellite photography can make it.

This huge area is your playground and there's plenty of toys supplied to play with. You can choose from a single-engine trainer, a twin-engine Baron, a Piper, a Beaver seaplane, or those maritime takeoffs or a P-51 Mustang if you feel like zooming down a canyon at 300 knots just to get the pulse racing.

Baron this is San Francisco tower

But don't think you can just hop in your plane and buzz the Golden Gate whenever you like. Well, OK you can do that. But that would be missing out on a large part of FL's highly realistic radio communications environment. The aircraft modelled that do have them for real are equipped with navigational and communications audio. You need to listen in to the weather report before even thinking of taking off. Ground and air traffic controllers do their job in the game controlling all of the other traffic that's buzzing around this part of California. Takeoff procedures must be followed,

Flight Simulation

Min Required

Pentium 420 Mhz
16 MB RAM
2 MB Swap Card
4 X CDROM
100 MB hard-drive space
Win 95 Directx 5

Recommended

Pentium 200 MHz
32 MB RAM
32 Accelerator (3Dfx etc)
8 X CDROM
210 MB hard-drive space
Win 95 Directx 5

Developer: Looking Glass Tech

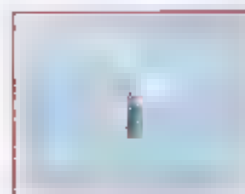
Publisher: Eidos Interactive

Supplier: EA Africa
Tel: (011) 807-6551/2
RRP: R 299.00

International Web Site
www.lookingglass.com
(No Downloads)

including getting clearance from ground controllers who direct you to the runway and then hand you off to the control towers whose job it is to prevent mid-air passenger exchanges from occurring. The military airbases are particularly sticky. Ignore them and they'll dump all over you for not listening to them. But you can also take off from Uncle Sam's tarmac if you want. Just watch out for all the F-16s and SR-71s that seem to stop over there on a regular basis. There's less uniformity but more action at the big international airports where passenger jets queue to take off at the busy runways. Keep an eye out for Ignited Airlines Airbuses: they can be impatient.

Looking Glass have approached overall design with the impatient player in mind as well. The menu system is flexible enough to cater for quick flights without the rigmarole of taxiing, taking off and



Maverick Lands

Flight Unlimited 2 (cont)

navigating airspace correctly. Click on the menu's map and you can start off at a range of heights wherever you choose. So flying over Candlestick Park or Apple Computer's main headquarters doesn't require half an hour's flight time from the nearest airport to get there. The menu is also where you choose your plane, select what time of day it is, decide how much fuel you want, and last but not least, play weatherman. Fog is accurately depicted, a mountain looming out of the mist is quite terrifying and provokes almost as much panic as your engine sputtering and dying just after takeoff. Another selectable option. But the really impressive effects kick in when you choose bad weather for your next flight. Set the slider bar to crank up the wind and then say yes to a nice big thunderstorm over your airport.

While huge flashes of lightning light up the gloom and the rain patters down onto your cockpit roof, your plane sways and creaks in the wind. Mud is slung and the raindrops streak along the windscreen. As I said, attention to detail separates this game from the rest. Night flying is equally accurate, and as difficult as it is in real life.



Talk about getting prime viewing for the World Series (Strike you out)

The game's graphics are beautiful. The Game Options menu allows all kinds of tweaking tradeoffs between speed and accuracy. Choosing perspective correct texture mapping, maximum ground detail and maximum model detail is taxing to say the least so your hardware needs to be able to cope. The game runs fine without an accelerator on a P-133 but your jaw will hit the floor if you're the proud owner of a P-

200 with say a Pure3D or Alonster 3D. Directx 5.0 is required and needs a bit of fiddling to get working but the results are worth it. The DirectSound support is also required and works in some Dolby surround effects. If you have a Dolby-capable amp then crank it up. I do so I did.

Whoop Whoop pull up, pull up

Playability is always an issue with any flight sim. Trying to remember the key sequences for Longbow II, Flight Unlimited I and any other flight sim can lead to grey hairs and also Premature Game Over Syndrome if you forget that one key on one game behaves differently to the same key on another. As they

invariably do, Flight II is complex but it is easy enough to learn a subset of the controls to get you started. Radio communication which could potentially have been the most intricate of all the controls has been simplified by clever use of a menu system and the space bar. Oh, and a joystick is really a must. I pulled out my sidewinder fresh from many hours of WipeOut, and found the FL II flight controls fresh and responsive. The game apparently supports force-feedback joysticks so if you have one, enjoy the stick's jig-jolt the first time your Beaver flips over on landing. I must keep my airspeed lower next time.

A little with rudder

So is it all there is to it? Flying around seeing the sights? Well, no. Prompted by reader feedback after Flight I's success, Looking Glass has introduced missions into this version of what is, after all, just a vanilla flight sim (even if it's the best). There's forty or fifty of these custom missions. You can transport agent Max Tilden back to the USS Enterprise moored a few miles off shore so he can deliver his secret package. Or grab a bag of turkeys for low over the two baseball stadiums and release them for a publicity event. I crashed the Piper after successfully completing this mission, mainly because I fell off my chair laughing at the sound effects of the turkeys being released.

Flight Unlimited gets my highest possible recommendation. The manual is superbly detailed and complete down to detailed appendices of flight maps and airport radio frequencies.

If you have the hardware to do it justice and want to know what it's really like, having your PPL then it has many months of playing mileage.

Flight Unlimited 2
Flying pilots bring
taking scenery
combined with
exceptional realism.
Unfortunately the
game is heavy on
system requirements
and need a 3D
accelerator card to
view it at its full
glory. This flight
sim comes in two
parts: the first is
the game and
comes highly
recommended.

90 89 NA 87 85

www.lookingglass.com

None

Unlimited Edition: 32 MB RAM, 32 Accelerator, 8 X CDROM, 210 MB hard-drive space, Win 95 Directx 5

Excitement Factor: 100% No Hangovers

Best Civilian Flight Sim

OVERALL RATING

89

REVIEWS UNDER FIRE

First Person Action

Developer: 3D Realms

Publisher: GT Interactive

Supplier: PC Multimedia

Tel: (01) 233-1074

RRP: R 339.00

International Web Site
www.3drealms.com

The king of one-liners has finally come to the PlayStation. Chick, bubbly-gum and non-stop action would be the best way to describe Duke Nukem 3D.

You play the part of Duke Nukem, a hero and savior of planet earth. Aliens have invaded Los Angeles, and the humans suddenly find themselves on the top of the endangered species list. The odds are a million to one just the way

big that you'd get lost easy. Most are excellently suited for multiplayer.

One area where Duke Nukem stands out even today is the weapons department. 3D Realms spend a lot of time making sure the weapons are unique and

fun to play with. Instead of weapons that just have a increased damage rate they have interesting effects. Weapons like the Shock Gun, where you shock the enemy and then squish them with your feet and the Ice Gun where you freeze the enemy make Duke Nukem just plain fun to play. His fun factor that Duke seems to have and other trying to find is the secret behind



DUKE NUKEM

Playstation you are stuck with single player.

Expensive dance chicks have to be the most controversial feature included in Duke Nukem. When the game was initially released in '96

'If pure non-stop butt kicking action is your thing, then don't miss out on one of the most acclaimed games of yesteryear in the 3D genre.'

Duke likes it! You go up against some of the meanest and ugliest monster available on the PlayStation today.

Duke Nukem 3D is a first person shooter in the same vein as Doom 2. The three original episodes that came out with the PC version are included with a bonus final episode to give the little extra. The game has some of the best designed levels ever seen to date. They are big but not

the games success. Duke can even be sound you be away enough to find one of the many hidden flight Parks.

Single player mode might be



Must be some new beauty therapy for woman



Hey there pretty boy, you forgot to comb you hair this morning.

fun and exciting to play but where Duke Nukem 3D excels is in the multiplayer department. The Playstation version has the capability for two players to connect via a link cable so they can "duke" it out. Unfortunately there is no option for two players to play on one machine. Is if you don't own two

some countries actually banned the game because of this. Luckily the gaming community has matured and I don't see any such troubles for the Playstation.

When Duke Nukem was released way back in '96 it found a huge following and even today there are persistent followers. Now Duke is exposed to a whole new platform with many eager Playstation owners but there among them here are sure to be some not. Duke and followers Duke immerses the gamer in to a 3D world with movement in all directions, with a first person point of view of your surroundings. The game uses 3D Realms build engine for its 3D world, although its not a true 3D engine it does give an fairly accurate representation of one. Unfortunately the characters are represented with sprites

Duke Nukem (cont)



PG Rating B who needs Ster Kinekor

Now if I push this big red button I will aaarrrggg!

instead of polygon models as is standard today. Not a big train smash and is only noticeable when viewing a character from above. The levels are bright and interesting to play or like the Quake type games where all the colors are dull and some places so dark you can hardly see the monsters. The down side to Duke Nukem 3D is that most of the features look dated. Duke Nukem's graphics was great for its time but

think developers have moved beyond it and now there are games with better looking graphics.

The sounds in Duke might be old but can compare to most games today. The one liners Duke throw your way are now and again are hilarious. With comments like "Nobody messes with our chicks and live!" I spent a lot of time dying while I tried to recover from laughing fits. Duke Nukem give gamers stereo sound, which is very important especially when you go up against your buddy in multiplayer. It is always handy to know where the enemy is.

New antiquated graphics and good sound doesn't necessarily make a game

backward control device. Factor into this that there are only three setup configurations and they are not customizable by players and you get a game that will leave many disappointed. I usually found that first person gamers like to have access to an option where they can customize input to suit their playing style. An inventory system is implemented in Duke Nukem, now this is where the control gets sticky. Having to press 11-12 and then scroll left and right through inventory with the pad buttons looking for a medical kit while some punk monster is taking potshots at you can be a nightmare.

Another down side is the requirement of a memory card to save games. Without one you have to restart the game the whole time to get anywhere. As if this isn't bad enough Duke Nukem 3D requires 3.7 memory blocks for every save.

If pure non-stop butt kicking action is your thing don't miss out on one of the most acclaimed games of yesteryear in the 3D genre. If you need more control and expect some of the most advanced graphics from a game give Duke Nukem 3D a miss. The game is not entirely bad and is fun to play but the game will only appeal to lovers of this genre.



Sit boy sit Good boy This Barbara Woodhouse video really works.

The king with an army of chicks on the brain is finally available on the Playstation. Save the human race from alien invaders. A tad old and not as some other games out there. Lacks decent control and you need a link cable to play. Don't miss it. Still fun to play and Duke's first love gets married.

73 80 72 79 74 70

www.3drealms.com

1 2 PLAYER

3 4 5 6 7 8 9 10

Fun To Play - Great Big Levels - Good Sprites - Controls Not Customizable - Old Graphics Engine - Lacking Depth

OVERALL RATING

74

REVIEWS UNDER FIRE

Now that the Winter Games have passed there are quite a number of winter sports games flowing into South Africa, especially of the snow boarding kind. As snow deprived South Africans are therefore interested in



controls that respond almost to sluggishness at one moment, and to quickly as another. Trying to control movement precisely is impossible and has you whacking into barriers, trees and obstacles on a regular basis. On

CHILL

European's version of skateboarding takes to the slopes.

this sport for some reason and have visions of flying down death defying slopes, leaping hundreds of feet into the air and hopefully landing as close to the normal gravitational position as possible. Well now you can perform such enterprising stunts in the warmth of your home with Chill from Eidos Interactive and EA Africa.

Chill comes to us from a development team in the United Kingdom called Silicon Dreams, who are trying to become king of the snow boarding pack. Somehow I feel they've fallen a touch short and needed to improve on the entire package.

Starting with the sound and music which can be compared to listening to the organist at the local church. You are joined in your downhill quests by something that resembles a .mod file from the early days, as well as some very scarce sound effects. Nothing really gives you the impression that you're skidding the slopes.

Graphically is the only department that Chill competes in, and is quite impressive if you consider that the texture slipping is very uncommon. The animations are smooth and realistic showing all the superb form that the boarders have during jumps and flight. Steady frame rates are seen in both single and 2 player modes with small slowdowns coming from the latter.

Unfortunately the entire production has been let down by the playability and control which work hand in hand in games of the nature. You are constantly battling with the Playstation



Was I supposed to bring my darts with?

top of this if you are automatically dumped on your backside which then takes 3-4 seconds to get up. This can get extremely annoying and wastes precious time that is already difficult enough to beat. The on the plus side to the controls are the ease of performing the jump tricks needed for points for overall

stats of each track. The amounts of tricks are minimal but are spectacular to watch especially if you give them some air.

The game itself has two modes of play single player and 2 player, way to few if you want to keep the interest for at least a day. From there you have a choice of four characters each with abilities and



These woodcutters work strange hours.

Snowboarding

Developer: Silicon dreams

Publisher: Eidos Interactive

Supplier: EA Africa
Tel: (011) 807-6551/2
RRP: R 369.00

International Web Site
www.eidos.co.uk



Why wasn't I wearing the parachute?

weaknesses, as well as a selection of different snowboard styles. There are over 100 and can be single player or you have the choice of three tracks, White, Snow, Forest and Village that are absolutely ideal for these types of games. You can win your way to bonus tracks by beating best time and scores of the tracks, but believe you me that is easier said than done. The tracks are well designed with non-linear routes and enjoyable to watch. Having you a choice of routes to take for completion. Other bonuses have been added including avalanches, natural ice jumps and police car chases which don't really help the game play at all.

Chill has not shown anything new or exciting to leave me coming back, or more I can only imagine the excitement of this genre. Having the patience to master the controls enough to get any form of playability out of Chill. I can say that Chill is not the only snow boarder that sets lower standards. I think this genre needs a kick start by an individual game to bring the level up to a respectable standard.

Overall Rating: 70

82 83 81 NA 75 69

www.eidos.co.uk

2 PLAYER

1 PLAYER

Locking Special Moves - Difficult Controls - Below Average Sound

Snowboarding Comparison (cont)

Snowboarding

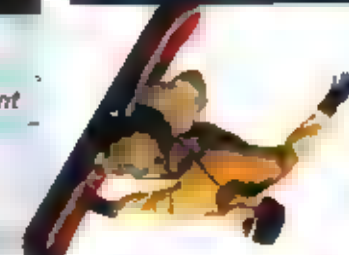
Developer: UEP Systems

Publisher: Sony Entertainment

Supplier: Star Kinokor
Tel: (011) 445 7900
RRP: R 369.00

International Web Site
No Site Available

Thrilling jumps and high speed stunts brought to a Playstation near you



but the difficulty comes in when you use a combination of tricks - speed and precision - the way in which CB2 actually reached me - leaving me more time



boarders each with individual skills, striving to fit the condition and a large amount of boards to choose from which range from freestyle to Alpine. As well as five modes of play that include Big Air, Half-Pipe, Freestyle, Road Park and Competition. The Competition mode is the kingpin of the game and comprises of stages of trick jumps that effectively gives you starting times for downhill races. Everytime you complete a stage it gets more difficult but if you progress far enough you will be rewarded with extra tracks and boards.

I enjoyed playing CB2 in single player mode as well as the intense two-player mode that had us almost ripping each other's hair out. A nice feature is the cable link adaptor that allows two Playstation 1 link a better multi-player enjoyment. The only problem is trying to move the TV from the lounge into the study which had me walking funny for three days with chronic back pain.

I can recommend Cool Boarders 2 for its depth and fairly fun representation of the sport of snowboarding. You will enjoy the pace and skill that is required, as well as the challenges it offers you.



Ready steady where are my goggles? Sorry

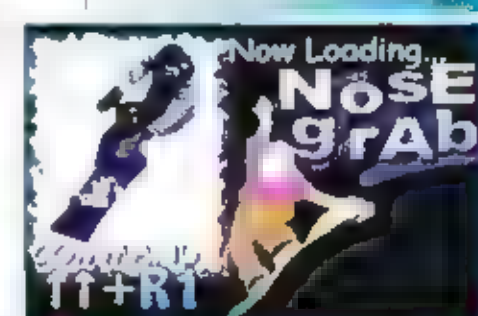
CB2 has multiple modes of play each with a distinctive goal of beating times and trick scores. This all takes immense amounts of practice and control waddling I've always found the art of performing aerial tricks in games of this genre difficult to master. A nice feature of CB2 is the Big Air mode that allows you to test out your aerial stunts as well as teaches how to perform them by showing you the button sequences. The further you progress the less information they give but by then you will be well on your way to performing the 40 special stunt stunts. The individual stunts are easy to perform

to get in with the fun parts of the game. One of the main gripes of games of this genre comes from the control but CB2 has a very easy to handle mechanism. The controls are fluent and responsive allowing you the ease of just tilting your character without causing the dreaded hand-crank.

Graphically CB2 is quite disappointing because of the terrible polygon size that has plagued so many games in the past. I cannot understand why Developers in any products with these glitches to enter the market without sorting out the problems first. Luckily for CB2 it's not a serious problem due to the cool scenes and animations that are enjoyable to watch as well as the cool music that has you tapping feet to the beat.

A pleasing side of CB2 is the amount of options and goodies that are within the package. You have the choice of four

125 Km/h on a piece of board where's the suit belt?



These guys have different body parts to us

Overall Rating: 81

72 83 81 NA 85 86

None

2 PLAYER

1 PLAYER

Locking Special Moves - Difficult Controls - Below Average Sound

Snowboarding Comparison: Chill

Snowboarding Comparison: Chill

DURBAN: Units 8 & 9, Shalee Park, Ebonyfield Road, Springfield Park, Durban Tel (031) 579 3300 Fax (031) 579 2288
CAPE TOWN: Unit B 36 & 37, Pinelands Business Park, New Mill Road, Pinelands Tel (021) 531 7811 Fax (021) 531 7813
JOHANNESBURG: Unit 7 Ascot Park, Cnr. Le Roux & Richards Drive, Halfway House, Midrand Tel (011) 315 1000 Fax (011) 315 1510

REVIEWS UNDER FIRE

Action Adventure

Developer: Midway

Publisher: GT Interactive

Supplier: PC Multimedia
Tel: (011) 233-1074
RRP: R 339.00

International Web Site
www.midway.com

Midway brings all you Mortal Kombat fans out there Mortal Kombat Mythologies: Sub Zero. Instead of a sequel the game is more of a prequel to the fighting series of Mortal Kombat games. This latest addition goes into depth on the character Sub-Zero's history and why he fights in the Mortal Kombat. Hopefully there will be many more MKM titles for each of the Mortal Kombat characters.

MKM is an action-adventure game, not a fighting game. It resembles the Mortal Kombat series.

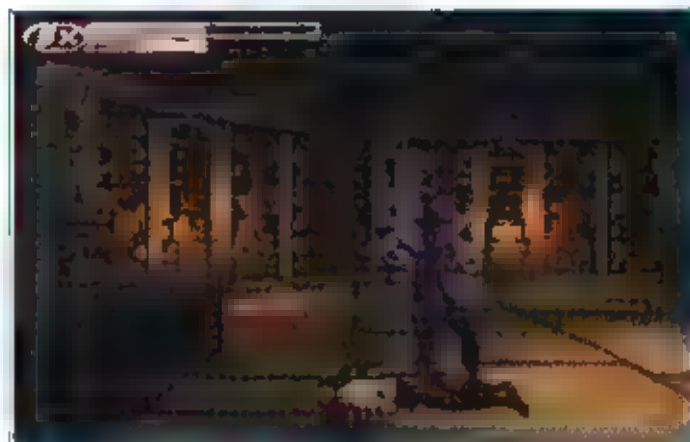
You can only play as Sub Zero (with a hint guide).

him through a series of missions that explains his involvement with Mortal Kombat. The main objective is to destroy the evil forces of Quan Chi and his minions. Unlike previous MK games, his aim is not just kick, skip & ponder (well not entirely) but adds a plot and the feel of an RPG to it. Sub Zero can pick up items and has an inventory system as his disposal room where he can heal himself with potions or use some of the more scarce items like the Shield Of Invincibility. As you explore the environments where missions take place you fight a variety of different enemies. Mortal Kombat style. The controller configuration stayed the same from MK3 with the added buttons for Turn and Lvl.

Midway has also added an option to custom configure the



gamepad for gamers that find the default configuration a bit quirky. I found this to be a great feature and is something rarely seen on PlayStation games. All Sub Zero's moves are



Hey, this is no time to fall asleep.

over time as you use up some of it in battle. This game is challenging to say the least and will keep gamers entertained for hours in and out. One thing you will learn in MKM is to jump with precision, there are a LOT of sequences where you have to jump from platform to platform. At times this can become a bit tedious, especially if you keep dying while trying to cross the jump. If it all ones, out suppose this is what gaming is all about (I get it).

The game offers five choices for difficulty from very easy to very hard. On the very hard mode constantly got my

SUB ZERO

MK Mythologies adds a new dimension to the Mortal Kombat series by adding a storyline and adventure element.

infect with the exception of his special abilities. These have to be earned through experience gained from fighting a variety of enemies. Not to worry though players usually achieve the Forward Freeze and Slide abilities within the first mission. I was excited to see that there were more special abilities than in the



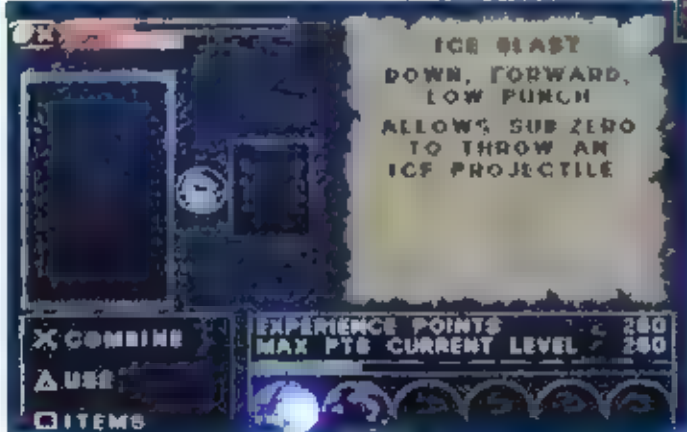
Well constructed cut scenes keep you engrossed in the storyline

combat series. In MKM Sub Zero has a total of 9 such abilities. The down side is that they require power as cast and is not unlimited like in the combat series. There is a meter that shows how much energy Sub Zero has and it regenerates

but is locked by the computer AI and though I was a good MK combatant, in later stages of the game your opponents become very tough, but by far will be a regular gamepad jock with reflexes of a

One handy feature of MKM is that it uses level codes as well as the ability to scale to a difficulty code. It makes it easier for those of us not fortunate enough to have an expensive memory card.

was impressed to see Full Motion Video sequences with actors and all on the Playstation, this is usually something



A simple and effective interface helps you get on with the fighting.

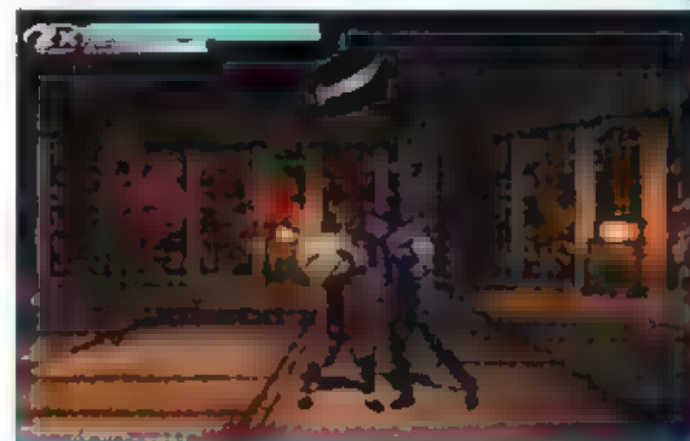
Mortal Kombat - Sub Zero (cont)



Have you ever considered trying another hairstyle?

reserved for PC games. I was even more surprised by the quality of the FMV almost though I was watching a cinematic asset. All the backdrops for the FMVs were rendered images with real actors strutting their stuff in front of the cameras. The acting was surprisingly good making the plot that much more believable. Expect to see a couple of your favorite characters making appearances in the FMV sequences. The graphics while playing are very similar to MK3 the only difference is that there is a larger scrolling fore & background area. As all Playstation owners know the console

whirlwinds that pick you up and deposit Sub Zero on platforms that otherwise would be out of reach. A lot of these effects are original and add to the gameplay. They are not just there as eye candy with no functional purpose.

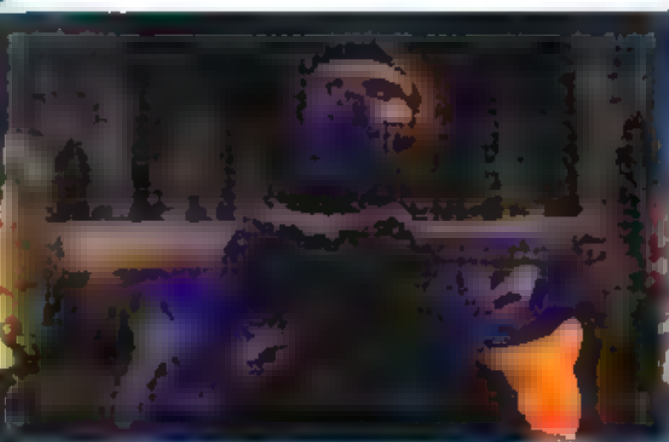


Urrrgg! Anybody got a tissue for this nose of mine?

delivers in the FPS department and MKM is no exception. The gameplay is smooth delivering top-notch graphics. Some of the special effects in MKM are new to the series. There are some excellent elemental effects (the water on earth) like the

aren't shown the next platform to jump to and I kept losing lives doing these jumps of faith. This type of thing is more suited for an Indiana Jones game. Other than that Midway have done an excellent job in expanding the story behind Mortal Kombat.

I use to play Mortal Kombat 3 to death way from back when, so I might be a little biased with my review but I honestly think most gamers that lust after a title with a story line will enjoy Mortal Kombat Mythologies. Since Mortal Kombat 4 has still to be released in South Africa MKM makes a good interim game while fans wait for the sequel not to mention that MKM will hone your skill with the Playstation



As can be expected from any MK games the sound is always impressive with a mysterious soundtrack playing in the background. Let's face it when you hit someone you want to hear his body take a huge thump.

I only had one pretty big problem with MKM. On some places you

gamepad so you can't give your friends an ass whipping without you play. The only down side to MKM is that it is only single player. Midway should have included a multiplayer version but I guess that's what MK is all about. Check out our first screenshot if you already own MKM and are struggling to get to some places.

MKM will appeal to all Mortal Kombat fans. Follow Sub Zero's story line and find out his involvement with the MK Mythology. MKM is a great FPS game and introduces some new elements into the MK genre. Full Motion Video scenes were captured to advance the story with real actors. Fighting is similar to MK3.

80 83 86 82 85

www.midway.com

1 PLAYER 1 MOVIE

Full Motion Video - Not Enough Help - Most Special Powers - Fighting

OVERALL RATING

84

REVIEWS UNDER FIRE

Electronic Arts created waves in the market a few years back when the original and awesome Need for Speed hit our shelves. Gamers all over revelled in the graphical advances and exciting gameplay that had few rivals. Obviously with the performance of the sales, EA had it as a choice but to release a sequel. Need for Speed 2 must rate as one of the biggest disappointments of any sequel which had gamers wondering if Developers were looking for a better game or

the proverbial quick buck. Think the later burnings their decision and did EA not harm the game until now.

With the release of Need for Speed 3, Electronic Arts has the opportunity to make up for their gross mistake and from what I see they've done a great job. The major enhancements have come from the graphics engine and the gameplay. NFS3 must be the best looking racing sim I have seen to date with smooth frame rates and texture alignment. The normal pop up background problem has been removed by some

additions. Troublesome graphic glitch. The lighting effects are glorious to behold especially in night racing mode. The headlights and police lights are extremely realistic as well as the smoke and tire marks that the cars deposit.

Racing Simulation	
Developer:	Electronic Arts
Publisher:	Electronic Arts
Supplier:	EA Africa
Yel. (01):	807-6551/2
RRP:	R 369.00
International Web Site www.ea.com	

As with the previous NFS releases we have been spoiled with cool sound tracks and above average sound effects. NFS3 doesn't let us down here either with the choice of techno or rock soundtracks available for your listening pleasure. There are also plenty of tyre screeching, hooters

controllers and steering wheels on the market and is highly recommended for easier control. The 11 sports cars handle amazingly well but seem to accelerate sluggishly and are heavy in the cornering. This is a minor oversight and it doesn't detract from the exciting racing that unfolds once you hit high speeds.

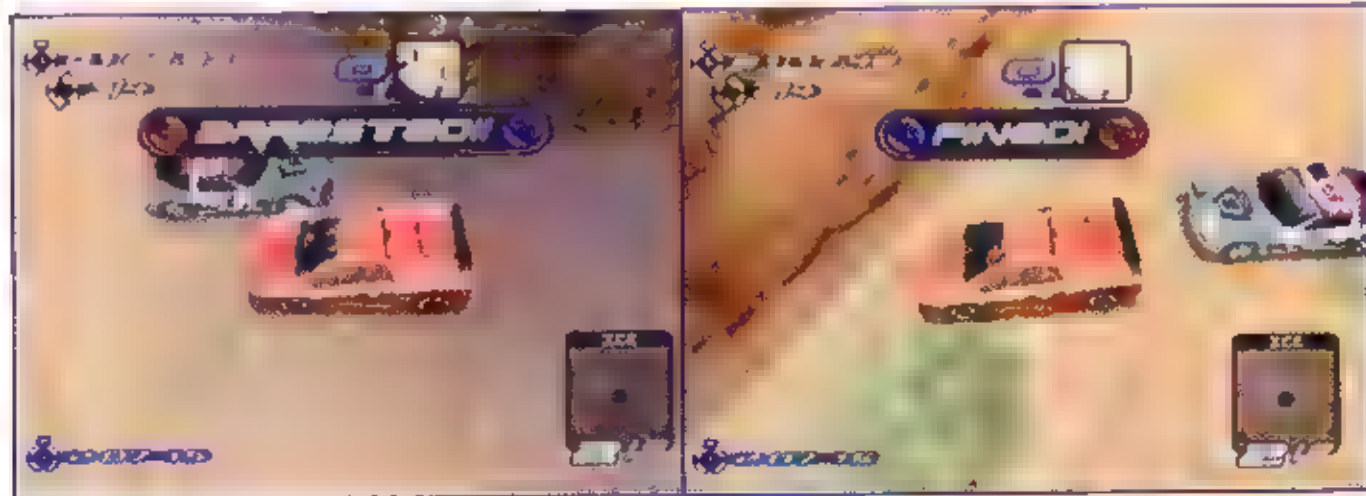
I have seen many racing sims suffer from the 'lifespan syndrome' that seem to find their way into the nearest cupboard after two days. NFS3 doesn't suffer here with five playing modes if it will keep you coming back month after month. Single player, tournament, and practice mode are self-explanatory and are not the highlight of the gameplay. The remaining two modes

Knockout and Hot Pursuit are definite winners in the playability stakes and are tremendous fun to play. Knockout starts on the first track with eight drivers and the last placed driver is eliminated after each track. It gets pretty hairy around the last three tracks and is extremely difficult to complete on expert mode. The most fun and playable is without a doubt Hot Pursuit which pits you against another sports car one on one. Well not exactly

one on one more like a dogfight. You can come with the automatic and punishing long arm of the law always present to slap you in jail. The AI is at times a little too clever especially when you are chased by four police cars hell bent on stopping you. The Police have all the tricks



The third in the series of EA's Need for Speed restores the faith that NFS lost over the last two releases.



This setting reminds me of the MI Johannesburg.

If I'm driving this car then a fine will hardly dent my bank balance.

Need for Speed 3 (cont)



You need your pilot's license for a spin in this plane.

up their sleeves and are quite adept at high speed chases, roadblocks and my personal favourite the tyre spike roadblock. There is something about breaking the law that just keeps you coming back but more once you finally have been beat. This adds to the continuity of the product and will definitely keep NFS around my Playstation for a long time.



are still within the present although they are more polished and better presented. The best of these features comes from the showcase in the vehicle within the game and the history that surrounds them as well as the plot hints on how to master the eight tracks. The tracks are well designed and are quite lengthy to say the least.

giving you ample time to make up for past mistakes. The normal attract sports cars is available with the pick of the bunch coming from the Ferrari and Lamborghini stables.

The game has some other nice touches such as day and night racing, multiple weather conditions, multiple difficulty levels, split screen mode, career mode and a style repays that are well known in the NFS series.

Something that also comes in handy is the option to change between MPH and KPH helping us South Africans follow up the correct speeds of these beasts at our fingertips.

Now all these features deserve something extra and EA have not disappointed with three bonus cars and six hidden tracks available as reward. To complete certain stages of the career mode is going to a case study. You will do a career as a driver in NFS3, the super fast monster and the Super Race track that has you racing on a space station with some keen scenery.

All in all, NFS3 is well done. Electronic Arts for restoring the faith we had in Need for Speed 3. The game is above average in all the departments and makes for some truly exciting gameplay.



Multiple game modes and excellent graphics help make this one of the true leaders in racing simulations. With tons of features that make this a good all-round package that has the ability to keep you playing for a long time.

84 81 NA

www.ea.com

1 2 PLAYER

2 2

Overall Rating

Racing Simulation : Need for Speed 3

Racing Simulation : Need for Speed 3

REVIEWS UNDER FIRE

From Interplay Productions comes VR Powerboat Racing which was developed by their VR Sports division. The game tries to simulate the thrill and high-speed water racing of the Powerboat world and fails miserably. This came as a surprise since Interplay usually releases quality products.

Powerboat Racing presents the player with 6 different modes of play: Arcade, Head-to-Head, Challenge, Shoot Out and Time Trial. Championship mode is only available if you finish the Arcade section or enter a cheat code. To make each mode a bit more challenging VR Sport created a difficulty settings name Miesow, Pike and the others. For each of these difficulty settings you can choose only



horizontal split screen. This is a lot more fun than racing the computer.

Enough about what you get in Powerboat Racing and on to what you don't get.

First thing that started to irritate me was the CD music which

sound like something out of the 1970s.

Spectrum etc. remember those times they used to play on that crappy little speaker. I don't know if there is an option to turn the CD music on. I eventually decided

Racing Simulation (boats)

Developer: VR Sports

Publisher: Interplay

Supplier: EA Africa

Tel: (011) 807-6551/2

RRP: R 369.00

International Download Site

www.vrsports.com

Local Download Site (PC Demo)

www.gamesdomain.co.za

Size: 295 Mb

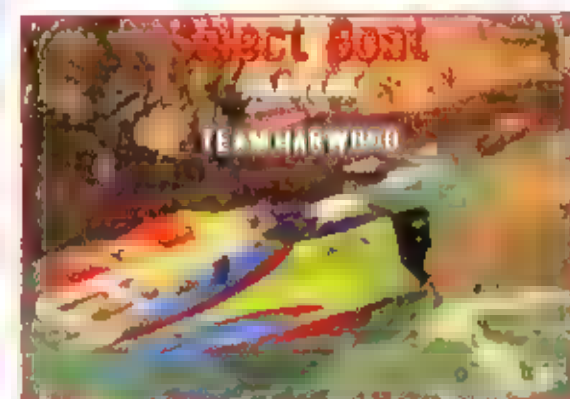
transparent. Unfortunately the textures used to represent the wake and splashing of the powerboats looks awful and only seem to have a couple of frames worth that keep repeating over and over again. Coming on guys a more realistic looking wake is not only possible but would have elevated the game that long.

The gameplay

just makes me use the word "basic". The controls are very basic and there is no option to customize the boats. When selecting a boat in the race with they don't even tell you the differences between the eight. The racing isn't very fast and kept bumping into other boats not because I wanted to but because I had no other choice. The

main problem I had with the tracks is that you can't see the stretch that lies in front of the next corner or how sharp the next corner is going to be.

VR Powerboat Racing fails to capture the thrill and excitement of the sports and Powerboat fans or racing enthusiasts should give this one a miss and try the multitude of other games in this genre. Money is hard earned and better spent on something else more entertaining.



I wish boat selection was this easy at the V&A.

to win the CD music back on because the engine sounds were monotonous and peeling me to sleep. The boats sounded like the lawnmowers my gardening service uses.

Graphically Powerboat Racing could have been worse and is probably the only good thing going on it floats like into the water after going over ramps and the water appears



Trying to reach the finish can be more difficult than you think.



Trust my engine to cut out now. Calltex please.

the monohull class powerboats to go to the Catalinas you need to finish Arcade mode so you can get the Championship mode. Finally for each of these classes there are 8 boats that look similar but with different paint jobs. In head-to-head mode you can opt to race against a friend using a verifier or

What can I say? VR Powerboat Racing has absolutely no depth in the graphics and offers nothing that could have come from a 1970s Spectrum game. If you decide to buy this game, do so with caution. The gameplay was old 1980s VR Sports should have spent more time to make better hardware that would have convinced the Powerboat Fans.

NA 55 30

www.vrsports.com

1 2 PLAYERS 1 5 ML 11 14

OVERALL RATING

Track Too Narrow - Necklessly No Depth

CRANK IT UP...



Redline Racer

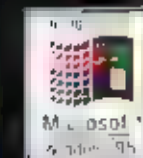
- Multiple racing environments including 10 challenging and detailed tracks
- Choose from 8 superbikes (plus secret bonus bikes) and 16 male and female characters
- Dynamic real world bike physics and a plethora of visual effects
- 8 players via IPX network play, TCP/IP internet play and modem with multi-player via serial connection
- Option to edit your own bikes and tracks



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CLUELESS

Tips, Cheats and Tactics

STAR CRAFT

TERRAN STRATEGY GUIDE

Soul Assassin dons his military outfit and dusts off his R-5 for his first instalment of his three part saga.

Welcome to his art of warfare. Blizzards' StarCraft is other game since Warcraft has captured the imagination of the PC strategists. Like StarCraft, Warcraft has set itself as the new de facto standard of strategy games.

Nuclear Silo

If properly used nuclear missiles can be the Terran's most effective offensive weapon. I usually have a minimum of two Command Centers with nukes on them. Having more than that is always better and gives you the ability to send nuke after nuke at the enemy's defenses forcing him to rebuild it all the time.

Hit Points: 100
Cost: 100 crystals/100 gas
Special Abilities: Build one nuclear missile (100 crystals/200 gas & supply)

Refinery

Never ever put more than 4 SCVs on a Refinery doing so will be a waste. Extra SCVs are better put to use mining crystals.

Hit Points: 750
Cost: 100 crystals/0 gas
Special Abilities: Upgrade

Supply Depot

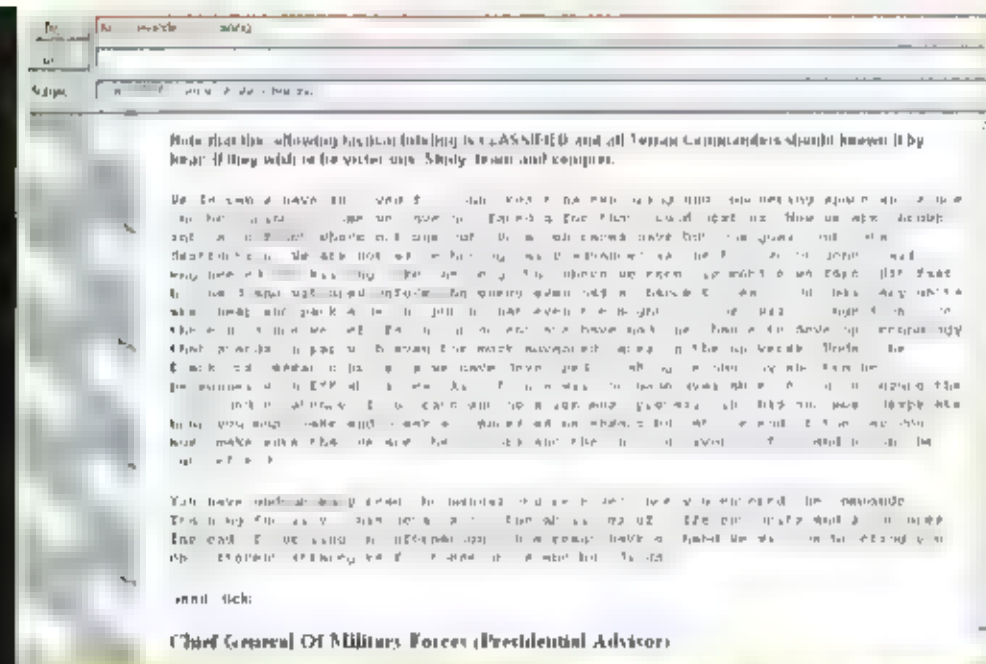
Build lots of them, even more than you require. Although you can only support up to 200 units make sure you have a couple of extra Supply Depots just in case a couple get destroyed, otherwise you have build more when in the heat of battle.

Hit Points: 100
Cost: 100 crystals/0 gas
Special Abilities: Provides 0 supplies

Barracks

Build a Barracks early on and start pumping out Marines to protect your base from rush attacks. Forget about Firebats, Marines cost less and can withstand almost the same amount of damage. Make sure that your Barracks is sufficiently protected especially against rush tactics. It is always a good idea to have more than one Barracks this enables you to train units faster and when one is destroyed you have a backup in operation.

Hit Points: 1000
Cost: 150 crystals/0 gas
Requirements: Command Center
Special Abilities: Train Marine
Train Firebat Requires Academy
Train Ghost Requires Science Facility with attached Control Tower



Command Center

Build Command Centers everywhere you find minerals, this will enable your SCVs to mine faster while denying your enemy access to these valuable resources. Make sure that all of your Command Centers are protected. You don't need to build a whole base around one just some defenses so it will be protected from guerilla type attacks. Be careful not to allow a Zerg Queen near your Command Center, they have the ability to infest them and produce mutated marines.

Hit Points: 1000
Cost: 100 crystals/0 gas
Special Abilities: Supplies provided: 10
Build Comsat Station Requires Academy
Build Nuclear Silo Requires Science Vessel with attached Control Tower

ComSat Station

ComSat are not only useful to reveal shrouded areas of the map, but also a good way to keep track of enemy progression and force size. Revealing cloaked units is probably its biggest asset. When your units are being attacked by cloaked units use the ComSat to reveal them so your units can attack back not just stand idly by while they are slaughtered.

Hit Points: 100
Cost: 100 crystals/0 gas
Special Abilities: Reveal Shrouded Areas

TERRAN STRATEGY GUIDE

Machine Shop

Machine Shops enable you to research advanced technology for Vultures and Siege Tanks. The Siege ability is priority you can upgrade, the advanced engines and spider mines for vultures as time and resources allow. With the Siege ability your tanks will be able to "plant" themselves. In this mode they can do more damage.

Hit Points: 750
Cost: 100 crystals/0 gas
Requirements: Barracks
Special Abilities: Research Ion Thrusters 1000 crystals/100 gas
Research Spider Mines 1000 crystals/150 gas
Research Siege Tank 1000 crystals/150 gas

Star Port

The Star Port produces air units like the Dropship, Wraith, Battleship and Science Vessel. Build a couple of these to replenish lost air units fast because some of these units can take quite a while to build. If an air attack is one of the major strategies you use I recommend building at least 4, otherwise 2 will be enough.

Hit Points: 1000
Cost: 200 crystals/200 gas
Requirements: Build Control Tower
Special Abilities: Build Dropship Requires attached Control Tower
Build Science Vessel Requires attached Control Tower, Science Facility
Build Battleship Requires attached Control Tower, Science Facility with attached Physics Lab

Control Tower

A Control Tower should be built as soon as you have finished a Star Port, with it you will be able to research the Wraiths cloaking ability, cannot stress the importance of researching the Wraiths advanced abilities, without them Wraiths are sitting ducks.

Hit Points: 100
Cost: 100 crystals/0 gas
Requirements: Star Port
Special Abilities: Research Cloaking Field 150c/150g
Research Apollo Bomber 100c/100g

Armory

The Armory is the upgrade facility for all vehicles and air units. These should be research as soon as you have enough resources. With them you will be able to do more damage and sustain more damage before dying. The upgrades on the Armory can take a good couple of minutes and it is in your best interest to build two of them. A lot of players will do upgrades on as many as 3 Armories at a time. This allows you to achieve fully upgraded units before your opponent.

Hit Points: 750
Cost: 100 crystals/0 gas
Requirements: Factory
Special Abilities: Upgrade Vehicle Weapons
Level 1 100c/100g
Level 2 175c/175g Requires Science Facility
Level 3 250c/250g
Upgrade Vehicle Engines
Level 1 100c/100g
Level 2 175c/175g Requires Science Facility
Level 3 250c/250g
Upgrade Ship Weapons
Level 1 100c/100g
Level 2 175c/175g Requires Science Facility
Level 3 250c/250g
Upgrade Ship Engines
Level 1 100c/100g
Level 2 175c/175g Requires Science Facility
Level 3 250c/250g

Science Facility

Science Facilities are required to research special abilities for your Science Vessels and with the appropriate add-ons to produce Nuclear Silos and Ghosts.

Hit Points: 100
Cost: 100 crystals/200 gas
Requirements: Starport
Special Abilities: Research EMP Shockwave 200c/200g
Build Control Tower
Build Physics Lab
Research EMP Shockwave 200c/200g
Research EMP Shockwave 200c/200g

Bunker

The bunker is probably the best defense structure the Terrans have at their fingertips. Build them early on and fill them with marines. Firebats is also an option but I think Marines work better. This is the only way to survive early rush tactics and make your opponent think twice before he attacks again. Bunkers are also useful for protecting SCVs from direct attack, just stash them in Bunkers when they are at risk. Bunkers are also great for protecting Ghosts.

Hit Points: 100
Cost: 100 crystals/0 gas
Requirements: Barracks
Special Abilities: Protects Marines, Firebats, Ghosts and SCVs

Missile Tower

Build lots and build them close to barracks with a healthy number spread throughout your base. The main advantage of Missile Towers are not they're ability to defend against air attacks but their ability to sense cloaked units. Have SCV standing nearby to repair them when they take damage in an attack.

Hit Points: 200
Cost: 100 crystals/0 gas
Requirements: Engineering Bay
Special Abilities: Launches Missiles, 30 damage, Ability to detect cloaked units with sensor array

Academy

An Academy has two options for research. The first increases your marines attack range, which is essential for an early defense. You will be able to get the first shot in which could make the difference between life and death. Secondly you can research Stimpacks. They allow your Marines and Firebats to do more damage but at the cost of 10 hit points per use. Stimpacks are definitely only for VERY desperate situations and careless use will do more good than harm. I usually only use Stimpacks when I know my Marines are going to die just to get in that little bit of extra damage.

Hit Points: 100
Cost: 115 crystals/0 gas
Requirements: Barracks
Special Abilities: Research 1000 Shields 1000 crystals/100 gas
Research Stim Pack 200c/200g

Engineering Bay

Engineering Bays research advanced levels of weapons and armour for Marines, Firebats and Ghosts. You should build this structure early on to enable you to build missile towers which should form a sizeable chunk of your defense perimeter.

Hit Points: 100
Cost: 200 crystals/0 gas
Requirements: Barracks
Special Abilities: Upgrade Infantry Weapons
Level 1 100c/100g
Level 2 175c/175g Requires Science Facility
Level 3 250c/250g
Upgrade Infantry Armour
Level 1 100c/100g
Level 2 175c/175g Requires Science Facility
Level 3 250c/250g

Factory

Essentially the same as the Barracks but instead of training human units a Factory builds vehicles. This is another structure that must be protected at all times and having more than one is also a good idea just in case one gets destroyed. To build Siege Tanks the Machine Shop add-on will have to be built. To build Goliaths an Armory is required.

Hit Points: 1250
Cost: 200 crystals/100 gas
Requirements: Barracks
Special Abilities: Build Machine Troop
Build Vulture
Build Goliath Requires Machine Shop, Armory
Build Siege Tank Requires Machine Shop

TERRAN

STRATEGY GUIDE

this the hard way: one Nuclear missile will wipe out the whole lot which will probably leave you defenseless and very vulnerable to attack. Believe me this can give you gray hairs and almost had a heart attack when I saw my whole army obliterated in 5 seconds.

The very first thing you should start working on when a game starts is your defense, especially on battle net. Chances are that the other players will start rushing you as soon as possible. In conjunction to building a defense you should start harassing the other players. Keep a steady attack flow going until you have a big main force to do the serious damage. This way your opponent will have to keep defending and not attacking, and you will have more resources.

One of the best tactics to use before you send in your main force is to create a diversion. Attack on one flank with a small army, wait till your opponent sends the majority of his troops to counter and then bring in your main force from the opposite flank.

One problem I have seen with a lot of players is that they build a main force and attack their opponents. Nothing wrong with that, but what they don't do is replace units as they are lost. A lot of players wait till their whole main force is destroyed before they start to replenish their army. This can leave you very vulnerable. If your opponent still has an army left to bring to your base, start building new units as soon as some are lost.

BEGINNING & DEFENSIVE TACTICS

This is one of the many tactics that can be used by Terran Commanders. It is in no way the best (as there will always be a better way) but the most effective we have at New Age Gaming use.

You start off with 4 SCVs and a Command Center and the first thing you

should build is more SCVs till you have about 6 gathering minerals and then put your 7th one on to the task of building a barracks. Use your 8th SCV to build a couple of bunkers and start filling them with Marines. This provides an excellent defense against rush tactics just in case your opponent is an eager beaver and only interested in a quick game. When you have a Refinery going replace one of the Marines in the bunker with a Firebat. This offers the best overall protection.

After this is done you can start expanding to other resources as by sending SCVs to them and building command centers at the locations. Start



pumping out SCVs to mine here about 7 should be fine. As you have one of them build a bunker and send marines from your main base to fill it. Alternatively you could build a barracks there and start a couple of independent bases (costly but very effective).

After you have established your initial defense structure you can go back to advancing up the tech tree and building up your army. Just remember to keep expanding your 'base' of resource mining. Your opponent must have little or no chance to mine on the majority of resource areas. A good way to direct if one of your opponents war to mine a certain resource is to put a Marine at all the resource locations. If he gets attacked send in a small force to whop some butt and deny that resource to your opponent.

OFFENSIVE TACTIC

A good strategy is to camp just outside your enemy's base with a couple of Siege Tanks. Goliath, Wraiths and Ghosts. 5 Siege Tanks, 3 Goliaths, 3 Wraiths and 1 Ghost make a good number. It is very important that you bring along a Science Vessel as well. Just in case you run into some cloaked units. Once you found a good camping spot bring a SCV to build a couple of turrets and place the whole escorting armada smack bang in the middle. The camping spot should be very close to your opponent's but not within their range of fire.

Bring in a Siege Tank and send out a Ghost to start nuking his outer perimeter. Eventually he will send out forces that will come looking for the Ghost. He is nuking his base. Just direct him to your camping spot. His units should be totally obliterated if he send to some weaker units your turrets and Science Vessel will sense them. Have your SCV repair any units that get damaged. After the second nuke on his perimeter have your SCV build a corridor straight into his base with turrets and move your units in slowly but surely and keep your tanks in siege mode when they stop. Keep repeating this procedure. Nuke, build more turrets closer and move up your vehicles. For this tactic to work you will need at least two Nuclear Silos that build warheads the whole time. Expensive but very effective.

Eventually you will make it into the middle of his base then start taking out buildings with the Siege Tanks.

This tactic drains an opponent of resources FAST. He will continually try to rebuild his defenses and attack your camping spot. If done properly he should hardly do any damage to your units.

That's it for the Terrans. Next month we get Scour's infiltration of the Protoss.

STARCRAFT

Single Player Cheats (must all be in lower caps)

staying alive
Typing this in will remove all victory conditions from a game so it can go on forever.
game over man
Use it when you do not want to win a particular scenario. It will end the game immediately with you being defeated.
there is no cow level
Use it to win the mission and continue on to the next. (Good for when you lose your save games).
what's mine is mine
Adds 500 crystals to your supply.
breathe deep
Adds 500 Vespene Gas to your reserve.
something for nothing
Gives you the upgrades for weapons, armor and more.

cheap sheep wall
Reveals the the whole map and removes the fog of war effect.
medieval man
All upgrades cost nothing.
modify the phase variance
Disables the tech structure allowing you to build any building without meeting its building requirements.
war are what it use to be
Removes the fog of war over areas that have been explored.
food for thought
Removes the 200 unit restriction imposed by supply units like Supply Depot, Overlord and Pylon.
optical illusion
Skip to any campaign mission using the species name and then the mission number eg. 'zeig3'.

show me the money
Adds 10,000 crystals and gas to your resource supply.
power overwhelming
Gives all your units and structures invulnerability, meaning they can't be killed.
operation owl
Decreases the amount of time required to build units and structures. Upgrades appear immediately when researched.
the gathering
Gives all units that use power an unlimited supply that never drains. Note that enemy units will be given this ability as well.
rogues
Disables all your enemies special abilities.
Works well with 'the gathering'.

CLUELESS

Tips, Cheats and Tactics

PLAYSTATION CHEATS

Ace Combat 2

Music test:

Complete the game with a rank higher than First Lieutenant. A selection for music player mode will appear in the options menu. Any of the 28 music tracks on the game disc may be played. Press L1 or L2 to jump to the next track. R1 or R2 to jump to the previous track. Circle to select a track. Select to toggle the screen, and Square, Triangle or X to quit.

Free mission mode:

Complete the Kingpin mission. A Free Mission option that allows any mission to be played will appear at the opening menu.

View all aircraft:

Complete the game with a rank of General. A new option will allow all aircraft to be viewed.

Lock replay view:

Hold Square during a replay to lock the camera.

Alternate mission map view:

Highlight the "Mission" option on the mission selection screen, and press Select. Three new viewing angles may be selected.

Display rear view of Sony analog controller: Press Select at the control configuration screen.

Croc: The Legend

Enter the password Left, Left, Left, Left, Down, Right, Right, Left, Left, Down, Right, Down, Left, Up, Right to open up all levels.

Mortal Kombat Mythologies

Mission 2 - THWMSB

Mission 3 - CNS2DG

Mission 4 - ZVRKOM

Mission 5 - JYPPHD

Mission 6 - RGTKCS

Mission 7 - QFTLWN

Mission 8 - XJKNZT

Enter the passwords at the password entry screen in the options menu for the desired effect:

1000 Lives

GTTBHR

10 Units of Vitality

NXCVSZ

Credits

CRVDTS

Experience and level skip

ZCHRRY

Will start you on level eight with

20,000 experience points. Press and

hold in other buttons L1 and R1 when

dying will warp you to Quan Chi or

Shinnok.

Cool Boarders 2

Secret characters and more:

It is easy to unlock secrets in Cool Boarders 2 - all you have to do is your best. More specifically execute all of the moves in master mode, finish first in mirror mode, break all of records in freestyle mode. You will be rewarded with secret boards, tracks and characters. Even an alien named Gray who rides a hover board!

Change into some new clothes.

New uniforms: (at main screen, down, R1 up, R1 down, R2 up, R2 up up, R1 down, down, R2 then wait till you hear someone say "hear we go" then press R1, R2.

Need For Speed III

El Nino Car: ROCKET

All regular cars and tracks: SPOILT

The Room track: PLAYTM

Caverns track: XCAVB

Auto Cross track: XCNTY

Space Station track: MNBEAM

Underwater track: GLDFSH

Empire City track: MCITYZ

Jaguar XJR: 1JAQX

Mercedes Benz: AMGMRG

PC CHEATS

Lords of Magic

CNTL \ (Control - backslash)

brings up the cheat dialog. Then type

jackpot gives you 200 gold, crystal and ale.

marathon gives 1000 movement points to the selected party.

puff gives you a dragon!

hocuspocus grants you all spell knowledge and gives 1000 mana to the selected party.

FIFA Soccer '98

In the Player Edit screen, change any player name to these names and a Special Options box should appear:

eat rocks Big Head Mode
johnny atomic Take A Dive
dondohdoh Crazy Ball
urlolus Invisible Walls
xplay Hot Potato
footy Silly Moves

Myth: The Fallen Lords

To select any level Myth: Hold the sparrow down while selecting the "new game" option. Press CTRL and "+" Plus Sign for instant win.

Carnageddon (Commercial Version)

On the race/car selection screen type

KEVWOZEAR this unlocks all races/all cars/all car upgrades

JOYRIDER at the network race-type selection screen for all cars for network play. You need to select all cars in the options screen to use them. Works with manual/random car selection.

I-WAR

In the player history screen type **DARKGOAT** to enable cheat mode.

In the player history screen:

Left-Shift B/space Add selected mission to history.

Left-Shift = Toggle outcome of selected mission.

Left-Shift 0 Access all missions.

During gameplay

Left-Shift P PCX image file to

PSG RESOURCE ART.SCREEN.S

Continuous stream of PCXs (will fill up your hard disk!)

Left-Shift M

Left-Shift B Jump to vicinity of target.

Left-Shift 8 Match velocity with target.

Left-Shift 0 Explode targeted ship.

Left-Shift I Player invulnerable.

Left-Shift W Force mission win.

Interstate '76

To move to Next Scenario:

Type **GETDOWN** while holding down CTRL and SHIFT. This will cause all of the cars in the scenario to attack you. You will die. So make sure you load your car with things you can afford to lose. After you die, you continue to the next scenario, with all the things on your car (except armor and chassis) blown up.

or the better part of the '90's we heard hype about DVD and how it will revolutionize the computer industry with its 17 Gb storage capacity.

PC DVD drives made their appearance in '97 but few consumers actually opted to adopt this new technology and even today very few have adopted the technology. I know the reason never bought one was because DVD was still in its infancy and had many problems still to work out. I have finally bought a Creative Labs PC DVD Encore Dxr2 kit and can honestly say that I am impressed with their drive.

If you haven't heard about DVD you probably have been hiding under a rock for the last 5 years but I will explain it all to you. Digital Video Disc is hopefully going to be the next storage standard for the PC and will eventually replace the CD-ROM drives of today. Unlike a CD a DVD disc is double sided and has two data layers on each side and has more condensed data format giving it a total storage capacity of 17 Gigabytes.

It is double sided and has two data layers on each side and has more condensed data format giving it a total storage capacity of 17 Gigabytes. Included with almost every DVD kit is a MPEG2 decoder board. It allows you to output the display to a TV and the sound to any AC 3 (Dolby Surround Sound) capable device. MPEG2 is video compression codec used to compress full motion video with almost no loss to the quality and is the standard codec for DVD. Image quality is comparable to that of D5TV that also uses MPEG2. The whole idea behind DVD was to bring high-resolution video to the desktop and replace the antiquated Laserdisc format for professional home entertainment. The DVD consortium has succeeded in that regard and there are now more than 1000 titles available for PC DVD and stand alone DVD players on the market. The new format makes advanced features available to film enthusiasts, giving them access to soundtracks in different languages as well as subtitles in different languages. A couple of more recent titles even give you the option to change the camera angle and view scenes that were cut from the final production. The Creative Labs PC-DVD Encore kit brings all this to your PC and a lot more.

The new drive reads data faster than the first generation drives giving a stable playback rate for video. Earlier

drives had the reputation of not reading fast enough causing the image to stutter and skip frames.

The PC DVD Dxr2 drive can also read CD-R, which the first generation drives had a problem with. Creative Labs has also bundled the Encore kit with a high quality MPEG2 AC3 decoder which uses Dynamic Extended resolution technology which makes the images sharper and clearer even at high resolutions.

Unfortunately the installation did not go without any hiccups. One thing comes to mind from when I installed this kit. It definitely isn't Plug & Play.

CREATIVE PC-DVD ENCORE Dxr2

'If you are a film fanatic or just want the latest technology I would suggest that you get yourself the Creative Labs PC-DVD Encore kit.'



Firstly if you have Internet Explorer 4 installed you have to download new software to playback DVD titles otherwise the player will crash your system, secondly make sure you have the correct IDE drivers installed for your motherboard. I have 440LX chipset motherboard and the default Windows 95 IDE drivers refused to see the DVD drive after I downloaded some updated drivers from my manufacturer's web site everything worked fine. Windows 98 will take care of all these problems and then the DVD kit will truly be Plug & Play.

Creative Labs offered the movie 'Spawn' to me whilst I reviewed their DVD drive. Being a Spawn fan I accepted and was surprised to see that Spawn would only be starting in

our cinemas one week later. Definitely one of the pluses for DVD, you can get it before it comes out in the cinema.

Creative Labs DVD software is very user friendly but requires some fine tuning if you wish to see exceptional quality. It will even play old VCD and MPEG 1 files from yesterday.

DVD offers all this and so much more for the PC and the Creative Labs Dxr2 DVD kit is a step in the right direction. Spawn looked absolutely fabulous on my 21" monitor and gave an even sharper image than my television included with the bundle. It is a DVD version of Wing Commander 4 and the cutscenes were equally impressive and I think gamers can expect to see a new era of full motion cutscenes in the future.

PC DVD will shift gaming into a new era when more consumers adopt the technology. Just think of the

possibilities when PC DVD becomes a standard and phases out the old CD-ROM drive. No more interlaced low resolution cutscenes and the developers have more space to store

information and create games with more complex plot lines and bigger worlds to immerse us in.

Currently DVD Games are scarce, so far I have only seen about 5 titles but the market will grow as more gamers adopt the technology.

Before DVD can replace the CD-ROM there are some things that still have to be ironed out. The picture quality of subtitles and the menu system used for movie files can be improved. I also think that they should build soundcard capabilities into the decoder board so you can have one extra slot for other add-ons.

If you are a film fanatic or just want the latest technology I would suggest that you get yourself the Creative Labs PC-DVD Encore kit. It is the most stable and one of the few second-generation drives on the market currently. If you want a DVD drive purely for gaming I would suggest you keep saving and wait till there are more developers supporting the DVD technology.

R 2599 00 RRP
Creative Labs Africa
(011) 804-6555
www.sdc.co.za



CREATIVE BLASTER COBRA GAMEPAD (PC)

First Soundcard then CD-ROM drives, then Graphics Cards, then PC-DVD, then Speakers and now finally Gamepads.

Creative Labs seem to be putting their hands in all the cookie jars lately. Creative Latest addition is the Blaster Gamepad Cobra. As we have come to expect from Creative Labs the Cobra is a quality product with new innovative features. The Cobra comes with 12 buttons that are fully programmable. Even the D-Pad can be programmed giving a total of 16 controls that can be programmed to emulate different keystrokes using the included keyboard emulation software. Unlike some joysticks on the market that have confusing software for programming, the Creative Shorthand program is easy to use allowing you to setup configurations in minutes.



The Cobra can be set as a digital or analogue controller with just a flip of a switch on the bottom of the gamepad, due to this feature the Cobra can come in very handy for different types of games.

Usually I buy a controller based on the feel of it and the Cobra feels great in your hands. All the buttons are very accessible even for people with small hands and the rubber grip makes sure you have a solid grip on the controller.

One of the greatest advantages of the Cobra is that you can daisy-chain up to 4 controllers on one joystick port. Great for when you want to play a platform or racing game against friends or any other game that displays two or more players on the screen at the same time. Remember that a gamepad is not a replacement for the good old joystick but excels in platform and racing games. I am

chuck my old (insert brand name here) gamepad and get one of these.

R 229 00 RRP
Creative Labs Africa
(011) 804-6555
www.sdc.co.za



Game controllers normally associated with consoles have recently taken PC by storm. Logic 3, better

known for their cheaper range of joysticks, have now released a powerful range of hand controllers, namely the PC Trident Pad.

This controller is one of the best feeling units around with a rubberised material that makes up the entire controller. This gives you a secure grip combined with a good design that is ergonomic and comfortable to hold.

There are quite a few interesting additions to the Trident that catch a gamers fancy. An 8-way digital directional thumb controller that supports CH and Thrustmaster modes for the much needed throttle and rudder, as well as digital and analogue modes. The Trident also has a



PC TRIDENT PAD (PC)

handy LCD display that keeps you aware of the mode settings, speed and auto button function, throttle and rudder telemetry. A total of 9 buttons are available with one that fits as a trigger.

I found a few dislikes with the Trident, one of which being the rigidity of the D-pad that almost looks out of place, and secondly the lack of any drivers and driver support. With such a full function controller surely drivers are a priority for ease of use and programmability.

Aside from these few problems I found the Trident to be a reliable and versatile controller. With a RRP of R 269.00 this controller should be considered if you are in the market for one.

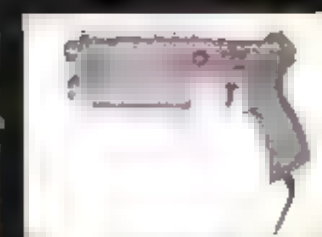
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Finally got my hands on a Playstation Light-Gun, Logic 3's Predator to be exact. The Predator is the first gun I have used on a Playstation and it surprised me with its abilities. The Predator is a lightweight plastic gun that plugs into the controller port of your Playstation. It kind of looks like the gun from the Judge Dredd movie.

I played Die Hard Trilogy with the Predator trying to emulate John McClane with my two Barettas cocked and ready to shoot anything that moves. I must admit that it was a blast! The gun is fairly accurate and responds well to Die Hard Trilogy. There are only two buttons on the gun for use in a game (besides the trigger). To make up for this the Predator has some advanced features that can be changed using a slide switches. These switches enable a player to select automatic reload, automatic fire and the ability to choose how fast you want the rate of fire to be when in automatic fire mode.

I did have one problem with the Predator and that is the sights, they are HUGE. Next time make them a bit smaller please, so I



can aim a little more accurately.

There is one piece of disappointing news, there are currently only 5 titles available that support Playstation guns.

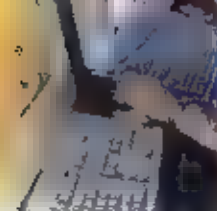
Currently the only games available are Die Hard Trilogy, Crypt Killer, Area 51, Lethal Enforcers 1 & 2 and Project: Horned Owl. I do hope they make some more, but for now we have to be satisfied with what is

available. If you are one of the people that queue at arcade games to play with a gun this definitely made for you.

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MULTIPLAYER MAYHEM



organizing and controlling the biggest computer gaming competition

in South Africa seemed at the time to be a nightmare task if ever. So off we went to the task at hand of providing the spectacle of Multiplayer Gaming to the public.

As can be said of any competition if you surround yourself with the right people with tons of knowledge on ventures such as this, you can only look good. With the financial backing of Creative Labs Africa and Super Diamond Computers there could only be enormous possibilities ahead, and man were they big. The biggest prizes on offer for any such venture were organized through the generosity of Creative Labs Nir Gruzian and Clive Anderson of Super Diamond Computers, who had seen the potential of gaming in this country.

With the bait on the hook we set out on our quest to equip ourselves with the latest and best possible equipment for game fanatics (we know how fussy gamers can be). Samanah Bowman of Creative had only one mission in mind and that was the best would just have to do. Hey! Who were we to complain. An amazing array of gaming computers was provided to us by Mustek Electronics, fully installed and ready to rumble. I might add, it seemed as though I had died and gone to gaming heaven, Pentium 2's and voodoo cards, keep it coming. A thorn in the multiplayer gamers side has always been bandwidth. Yep, that eternal packet loss and lag frenzy that happens just as you about to frizzle Klob's ass. So in stepped Datalec and JCOM with their stealable hubs and switches for us to pull through their pates. Festing was the fun part and finally we set on the JCOM Superstack 3000 switch that can only be described as miraculous.

The ultimate network nightmare had been solved in just one hour of seamless Quake 2 gameplay. Now we had everything, pops my back room is so small (Yea, right! Ass Ed). The perfect venue if there is any could be described as D Software's

Taking time off from his usual routine of black coffee and stale sandwiches to actually be productive is hard enough for Editor Warren Steven but somehow the offer of frag sessions and peanut butter persuaded him to put pen to paper.

CREATIVE CARNIVAL

QUAKE 2 COMPETITION WINNER



VIPER
DAMAGE CLAN (JHB)



SHOT OF THE COMPETITION

Name	Round	Players	Map	Weapon	Frag
Smoker (dc)	2	16	Q2DM6	BFG	11

development room, but Sandton City Fountain Court was just as good. Once again Creative rose to the occasion by allowing us floor space on their enormous Creative Carnival stand, surrounding us with a Multimedia event normally only seen at Trade

Shows

Now we had what can only be described as the ultimate tools for presenting Quake 2

Multiplayer Gaming in full glory. Hey! What about the players? Making the campaign was without a doubt the most difficult task. We needed to get those creatures we call gamers, out of their coffins and into daylight without having to slick wooden crosses through their hearts. No problem when you have the likes of CL of Quake2.co.za, Lance of gamecity.co.za, slime.co.za and NAG joining in the registration process, as well as Creative Labs marketing budget being stretched to the limit with posters and national advertising. An amazing 272 entries came through these channels into our mail accounts (our Service Provider still humming) all with promises of taking home the biggest prize in South African gaming history.

As you can see from what's been said, there is just cause for us to have hope for a better future of gaming in this country. If we can gather the powerhouse's such as Creative, Super Diamond, Mustek and Datalec together into one boardroom to discuss this venture then winning that red Ferrari of John Carmack (ID Software) might not be too far off in that distant future.

The Day Arrives.

Waking up and smelling the original coffee blend of Tribco, was enough to set the wheels in motion to what would be the gaming event of the year (drink that coffee! Ass Ed). As I arrived at Sandton City Fountain Court I was blown away at the queue of entrants that spanned the length of a rugby field. Instinctively I knew we were in for gaming at its best.

The job of registering all the players was left up to NAG's very own Tracy who did a fantastic job of controlling the oncoming mob. From there they were putty in my hands, as the tension rose and the first game time drew near.

Expressions were serious and warmup sessions were taking place as

Creative Carnival Quake 2 Comp



PRIZES AND WINNERS

1st Prize

Pentium II 300MHz ATX Tower System
Intel AGP Motherboard
3.4 Gig HardDrive
64 MB RAM
Creative Labs Graphics Blaster-Extreme 4 Meg
Dual Creative Labs 3D Blaster Voodoo2 12 meg (running in SLI configuration)
Creative Labs Soundblaster AWE 64 Sound Card
Creative Labs DVD-Dyn2 Kit
17" Mecer Monitor
Cambridge Microworks Speakers
Keyboard
Mouse
Windows 95

Name: Uwe Venter
Age: 19
Nick: Viper
Clan: Damage Clan (JHB)



2nd Prize

Creative Labs 3D Blaster Voodoo2 8 meg
Creative Labs PC 700 kit
Name: Merritt Krakowitz
Age: 19
Nick: Barak
Clan: None



3rd Prize

Creative Labs 3D Blaster Voodoo2 8 meg
Creative Labs PC 520 kit
Name: Erin Lankwarden
Age: 17
Nick: Grunton
Clan: None



4th Prize

Creative Labs 3D Blaster Voodoo2 8 meg
Name: Duncan McNeil
Age: 16
Nick: Rustything
Clan: None



All Prizes Sponsored by:

(New Age Gaming and all the Quakers would like to thank all the sponsors for their commitment and support for the Quake competition.)

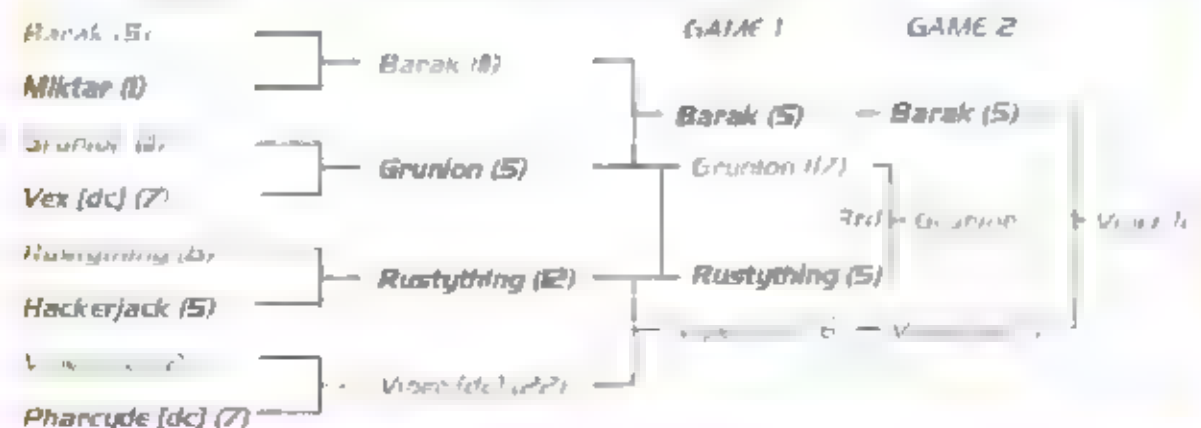


CREATIVE



RESULTS

(Quarterfinals - Finals)



Creative Carnival Quake 2 Comp (cont)

the managers tried to calm the nerves of their gladiators. I briefed and re-briefed and re-briefed (get on with it: Ass Ed) until the contestants knew the rules, but they seemed only to know one, kick butt! Finally the first of the 16-player sessions, of which there were 16 games for the first knockout, was underway and it was poetry in motion. The crowds jockeyed for position to see the glib hungry players strut their stuff. Unfortunately, as with any competition, there has to be losers and for the first round games only half of the 256 made it through. Clans eyed each other out, laughing at the failures and cheering at their qualifiers.

As the last of the first round games finished, calmness set in. We had accomplished phase one of our task, but not without the few problems such as time delays and the odd complaint about the mouse. Nevertheless we now were set to put on the greatest array of quaking for the public to witness. Somehow we managed to steal the show by effectively stealing Creative Labs big screen, and proceeded to have the crowd laughing and enjoying some of the frags that were to come.

Round 2 came and went as quickly as the 1st as 8 more sessions passed through our turnstiles. Anguish and joy flowed as results were posted. A few surprises came from the non-clan members who somehow grabbed at the occasion and held the lead in the numbers category.

Sunday morning (one-on-one rounds)

Early night and fresh breakfast served. Who would be crowned the Quake Champ? The moment of truth arrived when the first of the one-on-one sessions started. We had not tested the network with 8 multiple servers running independent games. Was there to be a national disaster?



Now where did I put those GibStats? Darkskies

Were we destined to be outcasts of the gaming fraternity? Unfortunately not, everything ran silky smooth thanks to the knowledge of NAG's Assistant Editor Leonard Diamond. Damn you Leonard, I thought it would be kewl to be an outcast. This set the wheels in motion for some Quake moves that could only be seen at the Comp. Frags were slow but clinical in execution with computer generated body parts the only reminder of gibs gone past.

Down to the last 16, the last of the full station matches, we had finally come to the end of machine peaks. We could sit back and enjoy the show as players literally cried tears of excitement and frustration. Spectators shouted names of players destined for the crown. Time ticked by, just one more frag, where are you?

We had our quarter-finalists, standing proud and victorious, but for how long, there can be only one. As I went through the names it seemed as though it was Damage Clan against the rest. Viper, Pharcyde, Vex were to take on the likes of the cool Barak, gritty Grunion, slippery Miktar, smooth Hackerjack and my personal favourite the sneaky Rustything. Was Damage to have their day?

Not by the call of the cards that dealt a heavy blow as the two Damage Clan favourites found themselves pitted against each. Yep, a Viper-Pharcyde duel. Who was to crumble under the pressure? I had seen these two play many a session and was totally taken back when the scores came in. Pharcyde, I can only say every dog has its day (no offence).

So then we entered the semi-final status and the tension was unbearable. So much on the line, but at least no matter what, they were in the prizes. Was that enough thought? It didn't seem so as the mouse gladiators took to their stations to prey on their opponents once again. Time seemed to fly, sweat dripped and anger mounted. Like boxers squaring each other up, we encountered furious meetings as the levels turned and weaved through the map.

Finally there were two. The best of the best, put through the most intense test of gaming known to man. 5 rounds of luck, skill and faith brought these Quake Monks to the forefront of their careers. Viper vs Barak. There could be only one. As they were briefed on the rules, (again! Ass Ed)

relief came in the form of a best of 3 final. Somehow I got the impression they just wanted to get it over with. I think the vein pumping on the right cheek of Viper gave it away.

A close and intense first final ensued with Viper just holding on to the single frag advantage that gave him the first of the valuable victories. Then came the turning point for me. The Finalists found the final level that we had chosen out of the three to be a little irritating (perhaps it had something to do with the closeness of the game). A decision had to be made quickly as we were already an hour behind schedule (Samantha from Creative Labs had allowed us this small indiscretion). Finally the map used for the quarter-finals was decided upon, somehow I knew it was all over. Viper had revelled in that level just three games earlier he destroyed Pharcyde 21 - 7, and Barak had battled with a 5 - 1 victory over Miktar. Nonetheless it still had to be won and won in style it was. The faultless Viper (dc) displayed some of the best one-on-one gaming ever witnessed and a great champion was crowned. Viper picked up his fantastic prize (with the help of his merry men Damage boys) and can only be described as the closest we can get to the true South African Quake Champ.

With the show of our lives complete, it was back to the dark, smoke filled rooms we call offices. Was that a shriek I heard? Its Samantha, what! We have to pack this stuff up?



DAMAGE CLAN

These Johannesburg misfits (smoker stop that) started fragging in the days of Doom madness and are destined for greatness in the SA gaming fraternity. Damage is the most feared of the Clans based in SA (arguable) stacking up an impressive array of victories. I will be doing a in-depth editorial on this intriguing clan so check it out some time soon.



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VISION
SOFTWARE

Electronic Hideaways

As we progress down the evolutionary path of change, we come to wonder if we are ever going to see new and exciting developments in the retail sector. We have now entered the slowing down process of the Internet Cafe syndrome that held the attention for +3 years. If we are to follow closely with the global advancements then we need Entrepreneurs with vision and guts to take us into the next millenium.

One such development has caught my attention because of its bright new ideas and support for the gaming industry called Empire. Have you ever wanted a one stop interactive store that caters for all your entertainment needs? Well then Empire is the only store so far trying to, and succeeding in many ways, to do just that.

What makes Empire unique in the market is its endeavor to keep up with the demanding technological advances that South Africans rarely see, as well as the large choice of sub sections within the store. Empire has an interesting store-in-store concept revolving around movies and games. My obvious attraction to the store comes from the ICON Internet Cafe, DVD movies and Playstation sales and rental sections.

I found the size of this pilot store to be a tad small and its shows in the size of the ICON Internet cafe with a paltry 3 machines available. Hopefully the current developments will give more



A welcome attraction to the boring stores we are accustomed too.

attention to this problem. The ICON cafe has standard 64Kb Diginet provided by ICON and is more than enough considering the amount of machines. Services provided by the cafe include Internet services such as browsing, e-mail and IRC, as well as a very small amount of game playing.

Empire has shown the first steps towards supporting the DVD format of movies by renting and selling a large range of titles. From what I could see the titles on offer are fairly recent releases and affordable to rent or buy.

The main attraction for me at Empire is the incredible selection of Playstation titles available. Over 50 of the latest releases can either be rented or purchased. The rates are a touch on the expensive side but are average considering the costs of purchasing. With the rental option you are able to test out the latest games that are on your shopping list before you actually buy, giving you an opportunity to save money at the same time.

The sections that I have highlighted are just a few of the attractions at Empire and will offer value for money for the computer (Internet) and

console gamer. Empires main selling point comes from its large movie section stocked with the latest titles, which can be rented at nominal rates. Computicket is also available for big screen movie and show bookings for those people who hate standing in queues. If that's not enough, Sweets from Heaven is also around for those during movie tidbits.

Work is currently underway to add other technological advances such as a fully interactive web site with full booking facilities and information, which will work in conjunction with a drive-by service for quick and instant service. Now this I got to see!

Soon we'll order our burgers, movies, games, popcorn, sweets and throw in a side order of fun at our corner cafe, just drive by and pick up McDonalds style. Change is about and Empire stands out at the forefront of consumer service with the least hassle as possible. I hope to see many more stores popping up and word is you will probably see an Empire opening up at a complex near you.

STORE-in-STORE

Box Office - Large selection of latest movie, Playstation and DVD titles for rental or purchase.

Computicket - Countrywide movie and show bookings.

Sweet from Heaven - Large selection of sweets and coldrinks.

ICON Internet Cafe - 64Kb Internet access with 3 machines offering browsing and e-mail.

PRICES

Movies:

R16 - 1 title (overnight rental)

DVD Movies:

R16 - 1 title (overnight rental)

Internet:

R15 per half-hour

R25 per hour

Playstation:

R5 per 15min

R10 per half-hour

R110 - 1 console + 3 titles (2 day rental)

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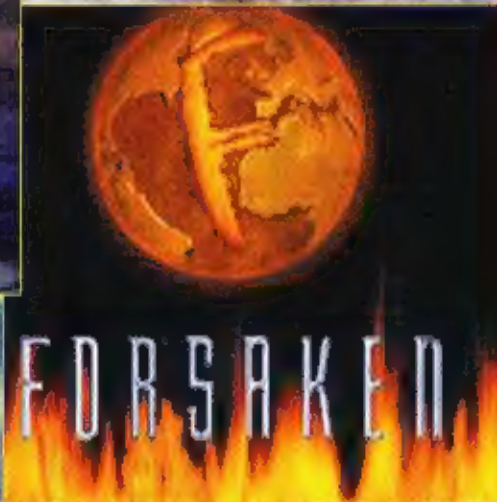
Another issue is done and now we look forward to the next. Besides the next issue we have at **New Age Gaming** we will be working on an online gaming site. We hope to have this up in the coming months and will keep you posted on the development.

A couple of people have emailed us regarding a **Cover CD**. All I can say at this point is that we are working on this and will announce it to the whole world as soon as we have negotiated a reasonable price. We would like to add the Cover CD without increasing the cost of the magazine too much. Our motto - **Value for money!**

Well our Editor is off to **ES** and will bring back loads of information for our next issue, but besides that we have some spectacular games lined up for review. Since **Unreal** has gone gold we will be doing a full review in our next issue. It has to be the game that has generated the most hype around our offices the last month. We are looking forward to seeing the final product in action, so much has changed since the beta version we received, we will also be taking a look at **Forsaken** and reviewing for the PC. Both of these games feature TDBs support and pushes the limit to new boundaries. **Forsaken** is a game in the same vein as **Descent** and **Incoming** is pure unadorned non-vap arcade action.

For the **Playstation** we will be taking a look at **Resident Evil 2** which currently has the best sales out, and **Gran Turismo** which aims to be the defacto racing simulation for the **Playstation** console. We will also be adding an editorial on the demo scene. Our guru, **Maverick**, will be informing you of the latest developments and will include a section on how to go about programming your own demo. He might just inspire someone out there to start his or her own gaming company. We hope you enjoyed this issue and look forward to receiving any comments you might have about our magazine. Send them to comments@nag.co.za

Till next month, keep fraggin, kickin butt, strategizing, sportsizing and playing games. **CHEERS!**



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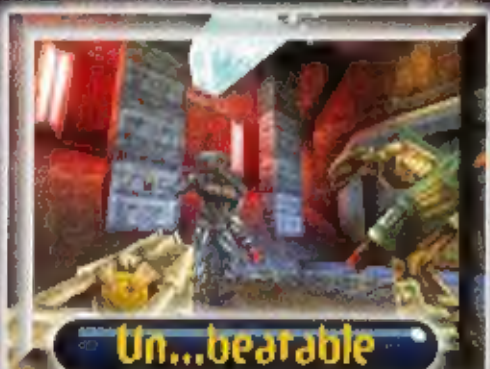
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